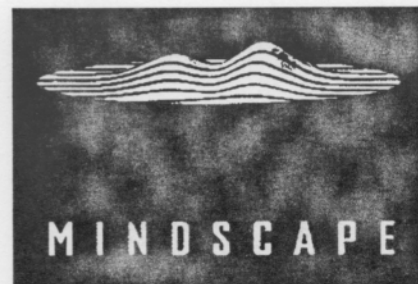


# *Beneath the LEGO® Phanta Sea*

## Functional Design Document

March 3, 1997



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# Executive Summary

## 1. PRODUCT INTRODUCTION

*Beneath the LEGO Phanta Sea* takes kids to a mysterious, exciting and dangerous world: the ocean. The LEGO values of building, fun and fantasy are cornerstones of this immersive, 3D game. The media-packed CD-ROM will delight, challenge and thrill kids aged six to twelve.

Kids are fascinated by the sea: a place to cruise where they please, a place of exotic plants and animals, a place that is still uncharted. *Beneath the LEGO Phanta Sea* takes kids on a wild ride through convoluted underground mazes, dangerous deep-sea caverns, hot smoking vents, brilliantly-colored coral reefs, and the disorienting expanse of the open ocean. Thankfully, they have familiar LEGO bricks to accompany them on this epic journey.

Before they explore, kids get to build their own customized submarines and equipment. They can even add a radio so they can listen to the tunes on WH2O -- the best (and only) radio station around.

Once underway, they discover crumbling LEGO ruins and ship wrecks with suspicious cargoes. In keeping with LEGO play values, they also find out about the science center, where they can examine the items collected on their journeys. The scientists encourage kids to investigate and invent on their own. They discover that much of the ocean is a total mystery. Watching the enthusiasm (and occasional wackiness) of the scientists, kids learn that imagination and play are the keys to discovery.

The kids get to race other submariners and meet amazing sea creatures as they map out their world. That world, however, is not without its perils. The notorious Brickster doesn't believe research is the true goal of the scientists. He's aware that sunken treasure is buried somewhere in the area, and he's determined to uncover it as his own. His ploy: destroy the ecosystem and force the scientists out.

Now the kids have an urgent mission: repair the ocean habitats and capture the Brickster. That won't be easy; the Brickster is a master of the underwater mazes. The kids will have to use every trick they've learned to trap this villain. And they had better start now -- the Brickster has already triggered a red tide.

Remembering what they've learned about currents, animals, temperature, light and plants, the kids restore each of the five habitats. Then, using their knowledge about customizing submarines, kids build a vehicle and equip it with sea-urchin venom to stun the Brickster. The chase is on! With skill and determination, the habitats can be saved and the Brickster trapped.

When he's finally behind bars, the entire underwater world cheers the player's success and the scientists name a newly-discovered fish after him or her. In *Beneath the LEGO Phanta Sea*, saving the underwater world is all in a day's play.

## 2. PRODUCT OVERVIEW

The program is rich with interactivity. The following is a high-level overview of the major elements included:

- **Three Acts**

The storyline is presented in 3 seamless acts, through a first person perspective.

Act I: Build GUI, Explore, Customization, Race and Rescue Activities

Act II: Missions (data collection, scientific analysis, hypothesis, resolution, and repair environment)

Act III: Hunt, chase and capture the Brickster.

- **Build GUIs**

The user chooses his feature-specific vehicle to begin exploring the underwater world. The user must first build his vehicle of choice with LEGO bricks.

- **Three Vehicles**

The user can build three different vehicles at the Build GUI site.

1) Mini Sub Cruiser

2) Claw Craft

3) Personal Propulsion Unit (Jetpak)

\*The user can also choose to swim freely (without a vehicle) by clicking on the Diver's Suit hanging on the wall at various locations.

- **Five Habitats**

The *Phanta Sea* consists of five unique habitats that the user can explore throughout the game.

1) Kelp Forest

2) Sandy Floor

3) The Reefs

4) Deep Caverns

5) Open Sea

- **Five Models (Locations)**

Located within each habitat are models for the user to explore and from which to collect information. Some of these models even contain secret rooms!

1) Surface Platform with Build GUI

2) Science Center

3) Ship Wreck

4) Building Ruins

5) Mazes

- **Four Activities / Missions**

There are various activities and missions in which the user can engage.

1) Race through mazes

2) Rescue Divers and Animals

3) Five Science Missions: Collect Data/Analysis, Repair Damage (one per



Habitat)

5) The Hunt for and Capture of The Brickster

- **Five Environmental Variables**

Throughout the *Phanta Sea* there are five ecological variables that change in each habitat throughout the game.

- 1) Currents
- 2) Animal Population
- 3) Temperature
- 4) Light
- 5) Plant Growth

- **Customization**

The user can make changes to the environment by clicking on plants, fish and characters.

- **Synergy**

Users with other LEGO software games get access to special chambers or games.

### 3. AGE GROUP AND AUDIENCE

*Beneath the LEGO Phanta Sea* is designed to enhance LEGO play values and fantasy. The active minds of youngsters in the 6-12 age range demands software that links the real world of LEGO brick building with enriching virtual experience and interactivity.

*Beneath the LEGO Phanta Sea* challenges the child and enhances the fantasy of LEGO through its immersive, engaging, 3D environment. A wealth of activities and computer generated play, tempts the child's imagination and draws upon individual creativity. Progressive play levels are triggered by the player depending upon his proficiencies and skill development. Critical thinking and problem solving skills are seamlessly blended, leading to hours of enjoyment and ever changing replayability. These developmental levels present a challenge: easy to play, difficult to master.

By exploring real world environments and solving missions, based upon current scientific research, kids learn about the delicate balance of the ocean habitats and the factors that control this precious natural resource. Through the LEGO characters, kids are also exposed to the strange and beautiful creatures of the underwater world. Consultation with research professionals and documentation from the nation's leading universities, marine centers and aquariums ensure high quality and meaningful educational experiences.

From its inception and throughout each phase of development, *Beneath the LEGO Phanta Sea* will be focus tested by dozens of 6-12 year olds. LEGO play values and discovery are blended into a fun, interactive experience based upon direct feedback from kids and responses from teachers and parents.

## 4. STORYLINE

From the darkness of outer space, you glide toward the earth, skirting LEGO Island as you descend. You land gently on a LEGO trawler, and gaze upon the smiling faces of the crowd waving good-bye. As you set out to sea on the trawler, a breeze kicks up. Suddenly, the breeze turns ugly, and the boat is buffeted by waves. Without warning, the boat capsizes, and you find yourself sinking to the bottom of the sea. You try to get your bearings as fish dart by. From the corner of your eye, you see gold coins sparkling in a treasure chest. Before you can reach out to grab them, you reverse direction and pop back up to the surface.

Your old friend, the Infomaniac, is waiting on a platform. "Ahoy! Over here! Swim over here! Click and move your mouse around!" he shouts, "Swim toward a dolphin -- he'll help you!"

You swim toward a fin, but in alarm you realize it's connected to a shark. Before you can react, the shark swallows you whole! With a feeling of dread, your eyes grow accustomed to the dark. As suddenly as you were swallowed the shark coughs you up. You're a long way, however, from the safety of the platform. Again, you swim toward a fin. Fortunately, it's a dolphin this time and you are delivered -- wet, but safe -- to the platform.

After a brief introduction to the platform and the research that's going on underneath, you take the elevator below decks. There you get a chance to build a custom submarine. It feels a lot like building with real LEGO bricks. You can even personalize your dashboard with special instruments. You're not sure what to expect out in the ocean, so you try to prepare for anything. You spot the fish translator. The Infomaniac tells you it's still in beta-testing, but it seems like a very cool thing to have. Being adventurous, you slap the fish translator on your dash. You're ready.

With a sploosh, you leave the launch tube and head out into the vastness of the ocean. There is a panoramic vista ahead of you, partially obscured by the blue, translucent waters. Manning the controls, you work out the details of submarine navigation. It's a bit tougher than driving a car -- after all, you can rise and descend in a sub. In fact, it's a lot like flying! Soon you've got the hang of it and you're cruising the sea like Captain Nemo.

You see a little fish and you click on the fish translator. Turning the sub, you center the fish in your sights. Over the radio you hear: "Seaweed hmmm good, sand phoo wee, plant seed good yum..." Hey, this translator contraption seems to work just fine! You spot a shark and turn to face it. A deep voice says "I am sooooo hungry... are you food?" You feel an abrupt need to explore elsewhere. You whip the sub around and speed away.

On the rocky surface ahead, you spy a checkered flag and click on it. To your astonishment, a grandstand is assembled from a haphazard pile of bricks. In a flash, you're surrounded by divers, fish, sharks and rays, who proceed to occupy the seats.

To your right, another sub pulls up, piloted by Plastic Pete. The crowd roars its approval. He gives you a thumbs-up and grins. It's a race! A diver swims in front of you. Crackling over your radio, you recognize the voice of the Infomaniac. "Ladies and gentlemen, and fish of all ages... Welcome to one heck of a race. You know the rules -- at least I hope you do, because I keep forgetting them."



A large rule book appears in front of him. "Oh, here they are! Ahem... Follow the course as fast as you can. Use the map! There are two flags at each point in the race. A red one for Plastic Pete and a white one for you. Click on your's when you see it. Click on flag number one, then find flag number two and click on that one and etcetera, etcetera. Be there first and you'll win. And remember: Don't trash the real estate!" He produces a bull horn. "BLAAAAP!"

Plastic Pete gets the jump on you and flies through the tunnel into the mazes. You put the pedal to the medal and take off after him. With a twist, he cranks his sub sharply to the left. You can't keep up. Smack! You run right into a wall. Dazed but unharmed, you crank your sub to the left -- just in time to see Plastic Pete disappear around the next corner. You click on your exterior lights. That helps.

After a few wrong turns, you finally arrive at the end of the maze, where a white flag sits forlornly. Apparently Pete got here first. Oh well, there are still four flags more. You click on the flag. The sub's claw comes out, grabs it and snaps it under your sub.

Each flag is in a different habitat. There are rocky caverns, sandy shores, kelp forests, coral reefs and the wide-open ocean. Each has a different maze and a flag at the end. You're starting to get good at this. Of course, every once in a while you knock a rock over or snap off some seaweed. No big deal, though. After all, it's a big ocean, isn't it?

After you grab the last flag, another grandstand appears and sea creatures fill the seats. They wiggle their appreciation. The Infomaniac, in diving apparel, appears and over the radio says "Well, you didn't beat Plastic Pete, but it was a close shave! Next time, you'll do better, I'm sure." Not bad for the first race. You're ready to go again, but in the distance you see an interesting structure. Could that be the science center the Infomaniac told you about?

You slide under the building and dock. Popping out of the sub, you find yourself in a busy laboratory. It's just like being inside the underwater LEGO lab kit. As the scientists scurry around, you get the feeling that something is awry. "Hello there!" shouts Dr. Gil Filter, one of the scientists. "It was an accident, I know, but you really messed up. You clipped the seaweed. Here, looky here. Click on the map," he says, gesturing to a large screen on the wall. Wondering what in the world he's talking about, you click on the map. It flickers to life and displays the local surroundings.

As you press various buttons around the screen, a pattern starts to emerge. Some of the underwater areas are in a caution state, and the kelp forests are in a danger state. "Happens all the time when people get reckless," says Dr. Filter. "Kelp is just too darn sensitive. These plants are in trouble. Tell you what. Take these kelp seeds to the forest." He holds out a bag of seeds, and you click on the bag. "You still here?" he says. "Well, hop to it! Replant! Replant!" You click on the port on the floor and re-enter your sub. Your inventory window shows the seeds in the hold.

But how do you get to the kelp forest? Now you wish you remembered a little more about the dashboard map. You know where you want to go, but what was that stuff about compass headings? By turning around, you aim your sub north by the compass and head

off. On the map, a dotted line moves up the page. So far, so good. Since the kelp forests are to the left, you turn left. The dotted line heads off toward the area marked forest. On track!

After a few wrong turns and some corrections, you end up in the kelp forest. At least according to the map. Through your window, the ocean has a disturbing red hue and there's not a shred of kelp in sight. Before you have time to reflect on this odd situation, a shark cuts through the murk and tries to take a bite out of your window. From the translator you hear, "I'm bad. Oh, yeah, I'm bad." He hits again and a little crack starts in the glass. You decide to split before your dome does, but then you remember the seeds.

Quickly you open your hold to drop the seeds. Then you head out at max speed to avoid the sharks. In your wake, kelp plants sprout up. You head back to the central elevator tube. By now, you're getting good at reading the map. It's a good thing too, since the water seems to be getting darker. At the submarine garage, you dock up. Bill Ding greets you and takes your sub away for repairs. Stranded, you build a mini-sub and take off toward the science center. Again, people are agitated. "Not the Brickster!" shouts Dr. Filter. "His head has been twisted one time too many!" he says, spinning his claw in the air. The Brickster? The name sounds familiar. Isn't he the bad guy from LEGO Island?

"You've got to help," says Dr. Carrie Bean. "The Brickster is on a rampage, and you need to repair the habitats. I'll fill you in." She walks you through the maps and the damage reports. As before, you navigate out to each area and heroically save the environment. The more unbalanced the area, the more dangerous it becomes to you and your sub. You encounter sawfish, falling rocks and fuming vents as you battle to save the Phanta Sea.

At the science station, the Infomaniac encourages you to chase down the Brickster. "He thinks there's gold down there. I'm afraid he just doesn't get science. Of course, sometimes it eludes me too, but I don't go around wrecking the place."

You head out to build the fastest sub you can. At the sub garage, Bill Ding shows up to help you outfit a personal propulsion unit. He reminds you to take some sea urchins, so you can stun the Brickster. You set a course to his last sighting, at the deep-sea caverns. Flooring it, you fly to the caverns. You spot the Brickster hiding in a cave. You swing around to face him and fire an urchin. But as you do he flashes out of site, backing into the cave. Of course! That's one of the entrances to the underwater maze. The urchin sails through his trail of bubbles, missing its target.

You follow the bubbles into the cave, just in time to see the Brickster turn left and disappear. You're feeling good, because you know this maze. You speed after him. Watch out for the falling objects! The Brickster is up to his usual destructive tricks, leaving flying LEGO bricks in his wake.

After many turns you're somewhat battered, but still game. To your bewilderment, the Brickster suddenly turns left. The way you remember it, that's a dead end. You've got him cornered! You zoom after him. But instead of confronting the villain, you look disgustedly at a hole in the wall: the Brickster has broken through!

Undaunted, you press on through the hole. Still eating his bubbles, you see him enter another dead end. Fingers crossed, you creep forward. He's there! Frantically, he claws the wall. You fire an urchin. Bingo! The Brickster turns to wave a fist, but stops in mid-wave, frozen. Your fish friends applaud and cheer over the fish translator. Divers appear with a shark cage and pop the Brickster in. They give you a thumbs-up. Then they swim in and put you on their shoulders. Underwater, it looks a little strange, but the sentiment is genuine.

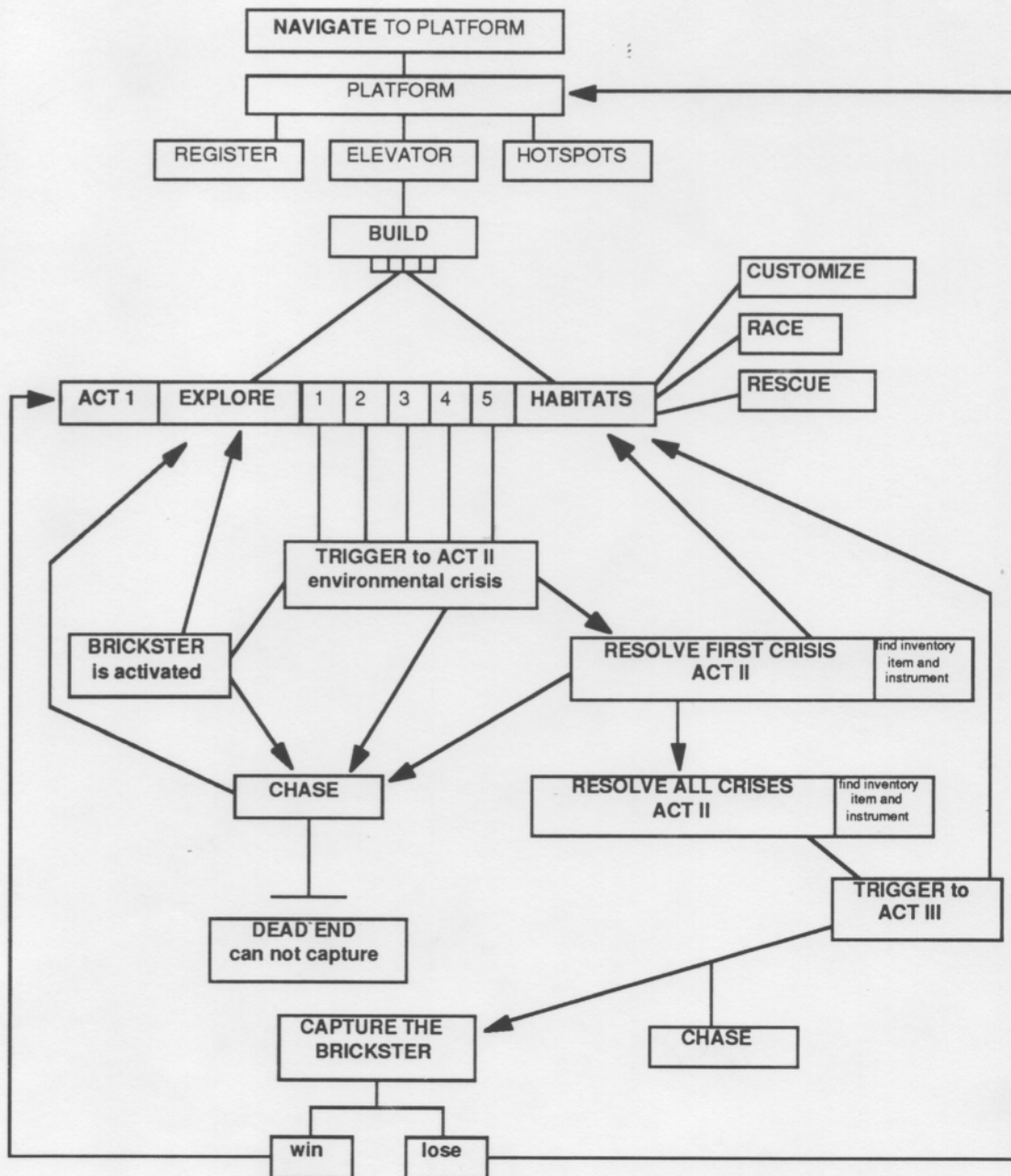
Over the radio, the DJ announces that a new kid has saved the day. They interview Dr. Philter, who gushes about how heroic you are. By now, the divers and the currents have carried you back to the science station. You hop out and find a party going on. "Just the one we wanted to see. Come on over!" shouts Dr. Philter. "I told them you could do it! You were great, really great. Now, where was I?" Mumbling, he walks back to his microscope.

Dr. Carrie Bean walks forward and presents you with a plaque. It has a picture of a fish and a name below it. It's your name! "We discovered this fish today, and, um, you were such a hero... well, we had to name it after you. Congratulations! You deserve it..." As the music swells, you start to feel pretty good. These people are fun, just like you thought LEGO characters would be. And you're getting pretty hot as a submarine pilot. Maybe you should play just one more game. After all, there are lots more fish in the sea. And most of them still need names.



## 5. OVERVIEW OF GAME PLAY

*Beneath the LEGO Phanta Sea*, like *LEGO Island*, is a totally immersive 3D real-time multimedia adventure where the user is invited to build, explore and play in the LEGO valued tradition. The game play is based on the engine for *LEGO Island*, and the storyline of *Beneath the LEGO Phanta Sea* is based on the 1997 LEGO System® Town Theme: Diver's novelties. This character-driven storyline is presented in three seamless acts, through a first person perspective. The following is a flow chart that portrays the game play and interactivity from one act to the next.



In **Act I**, the user is invited to build an array of LEGO vehicles, explore the beautiful and mysterious habitats of the *LEGO Phanta Sea*, compete in a race and participate in rescue activities, customize the environment, converse with fish, meet scientists and divers, and discover the secrets of the ocean in the Science Center.

One of five trigger points will seamlessly launch the user from Act I into Act II (*see habitat charts on pages 29 - 37 for a description of the trigger points*). These trigger points are not active during the race.

**Act II**, as described further in the habitat charts, requires solving an ecological disaster started by the user or the Brickster (bumping into a plant, for example). The danger escalates in three stages. The user has the ability to fix the problem, but it will require heads-up critical thinking (monologues will guide the user toward possible solutions). In order to repair the identified problem, the user has to find certain hidden inventory items and utilize his vehicle-specific instrumentation. The user may need to return to the Build GUI and re-customize his vehicle with the proper tools.

After solving the first crisis, the user finds that crises in other habitats have been triggered by the Brickster. He is busy instigating trouble. The user deduces via clues (fish translator, monologues) that he must first save all of the habitats, before he can effectively chase and capture the Brickster.

When all of the habitats have been repaired, the user is prompted to chase the Brickster, who has been identified as the culprit. At this point the user seamlessly transitions from Act II to Act III.

**Act III** begins only after the user has saved all of the habitats. The Brickster appears, taunts the user and actually fires his stun gun at him. The chase includes increased obstacles (Brickster shooting, starting avalanches, etc.).

To capture the Brickster and **win** the game, the user must be in the Personal Propulsion Unit, "stun" the Brickster with his stun gun and enlist his fish pals to haul him topside into the shark's cage.

If the user gets hit by the Brickster (stun gun), or all of the environmental crises are not resolved, he **loses** the game and the Brickster triumphs. The user passes out (fade to black) and wakes up on his back on the Surface platform deck being revived by the Infomaniac. The user is instructed that repairs have been made to the habitats, restoring them to their original or normal states, and that he can re-enter at any time (start game over).

## 6. OVERVIEW OF CHARACTERS

### Main Characters

- **Infomaniac** \*: Phanta-Sea all-knowing Host, Linguistic Skills.
- **The Brickster** \*: The Bad Guy, Intrapersonal.
- **Dr. Gil Philter**: Encyclopedic, academic, fact-based persona. The Conservative Scientist. (Martin Mull)
- **Professor Carrie Bean**: Experimental approaches with a sense of fun. The Arbitrator/Negotiator. Understands both sides. (Paula Poundstone)
- **Dr. Wiggley Phinz**: Risk Taker, The Radical Scientist. Theories, Hypothesis and idea-starter.
- **"Plastic Pete" Pesca**: Competitor/winner. Hates to lose, loves to win at anything.
- **John and Lucille Sudak**: Adventure-seeking couple that marvel & share in their discoveries.
- **Ray Manta**: "By the book" safety *Boy-Scout* like explorer. Likes fish more than people.
- **Fish Translator Voice (Radio Guy)** \*: all-station Disk Jockey personality
- **Bill Ding** \*: The Build Helper. Ever-changing.

### Other Characters (Cameos)

- **Pepper** \*: Mathematical and fun-loving.
- **Nick and Lora Brick** \*: Interpersonal (Lora) and Visual (Nick).
- **Mama and Papa Brickolini** \*: Musical (Mama) and Kinesthetic (Papa).

\* Voices and characters from *LEGO Island*

*Note: approximately 15 voices are needed for the character scripts (5 actors for 3 voices each)*

### Sea Creatures (sfx only, no voice-over)

- **Ogel the Octopus**: Shy, artistic and content with wisdom. Solves problems well.
- **Gole (Golly) the Dolphin**: Very smart in a cognitive way. Loves a good laugh.
- **Loge the Sting Ray**: A Cautious Investigator. Kind of a flirt.
- **Egol the Sword Fish**: A bit of a braggart. Over-confident but a loyal friend.
- **Gelo (Gee-lo) the Shark**: Misunderstood, very sensitive. A fierce competitor when required.
- *In addition, there are miscellaneous fish with minor roles.*



# Functional Specification

## INTRODUCTION SEQUENCE

### 1. START PROGRAM/NAVIGATE TO PLATFORM

After installing the CD, the user sees the Mindscape and LEGO logos. An animation begins to play, with a rotating red brick (showing the stud side and the pipe side alternately) on a blue black background. Zooming forward (with the brick now filling 7/8ths of the screen), the user can read the LEGO logo type on the studs as he passes over the brick and begin to descend.

The camera zooms down as the background changes from blue black to sky blue. It is as if the user is flying in space. The Earth comes into focus as the camera plummets towards it. A space shuttle passes by. The payload doors open and the astronauts wave. The zoom continues. The Earth rotates as the user approaches and he can see LEGO Island. The Earth starts to fill the screen with the curvature of the planet at the top of the user's view. LEGO Island now fills the screen. The user flies by and levels off at the beach where a boat is being boarded. The user (now at eye level) boards the boat and it takes off. The user's view is now the shore as LEGO Island citizens (not main characters) are waving good-bye. The user embarks on a short voyage out to sea as the Island disappears from view.

Boats pass by, dolphins leap from the water and soon a storm. The user is tossed overboard. The user's view is filled by water. The user hits the water with an intense splash followed by bubbles and the descent continues under water. Sharks, Sting Rays, etc. pass by as the user drops further and finally hits the bottom. Right in front of the user, amidst the plants on the ocean floor, is a treasure chest sparkling with jewels.

The user begins to float upward and the title: *Beneath the LEGO Phanta Sea* fades up and follows him to the surface and fades out. The user breaks the surface and his view bobs to the water's rhythm. He can see a platform of some kind in the distance on the horizon line. A mini figure is seen stepping from a doorway (**The Infomaniac**). He is holding a bull horn and shouts: "Ahoy! Over Here!...Swim over here. Grab hold of a dolphin...he'll help you...Watch out for the sharks!" (see script for specific dialog)

The user now has mouse control and can (and should) maneuver (3D Real-time). However, the user is not alone. The water is inhabited with many different sea creatures, five of which can affect the user's course. The creatures do not actively pursue the user, but if he steers into one, it will have one of the following effects:

- **Dolphin** - takes over the user's navigational control and tows him towards the platform and to safety.
- **Octopus** - grabs the user and tosses him some distance away.
- **Shark** - swallows the user and spits him out some distance off his course.
- **Sting Ray** - circles around user, creating a strong current, making it harder to navigate to the platform.
- **Swordfish** - bumps the user off course.

With all of these obstacles in the way, swimming to the platform is not an easy task. However, after about 30 - 60 seconds, one of the sharks disappears and another dolphin appears, making it easier for users who are having trouble getting to the platform.

Once near the Surface Platform:

- Select to board the platform, by clicking on the flag. Clicking moves the user to a closer camera view (2D pre-rendered screen 1).

# SURFACE PLATFORM

Host Character: Infomaniac

Other Characters: Brickster, a Cat, Flying LEGondos, Diver

Eventually, depending upon the user's skill, he arrives at the platform, and boards by clicking on the flag (per verbal instructions from the Infomaniac). As the user enters the Surface Platform for the first time, he is welcomed by **The Infomaniac**, the all-knowledgeable host of the LEGO Phanta Sea. He welcomes the user aboard and urgently invites him to join the team of scientists and explorers below. In the background, the user sees someone pull himself up from the water onto the platform and shake himself dry. The Infomaniac continues, oblivious to this intruder who tiptoes past, into the elevator and disappears. The intruder looks and sounds suspiciously like **The Brickster**.

The following hotspots are available to the user on the Surface Platform:

- The Infomaniac
- The Captain's Log/ Registration Book
- Wheel/ crank (gag animations)
- Elevator

## 1. THE INFOMANIAC

After **the Infomaniac** finishes welcoming the user, he goes into a wait state (looping animation). The user can then click on **the Infomaniac** at any time to learn more about the wonders of the LEGO Phanta Sea.

The following wait state monologues are available:

- Click 1: Overview of Surface Platform options
- Click 2: Kelp Forest
- Click 3: Race
- Click 4: Science Center
- Click 5: Customization of Characters and Plants
- Click 6: Sea Creatures
- Click 7: Fish Translator
- Click 8: Fish that are "unknown"
- Click 9: Inventory & Instruments
- Click 10: Shark Cage



If the user clicks on a hotspot on the Platform, the Infomaniac offers help in the form of humorous and informative monologues (ex. if the user clicks on the registration book, the Infomaniac's monologue will explain how to register).

The Infomaniac gives help monologues for the following hotspots:

- Click the Flag to board
- Sign-in / Register in captain's log book
- Elevator (access the Build GUI site)
- Elevator Buttons (one monologue for each button)
- Exiting the program

*(see scripts for all dialog and animation descriptions)*

## **2. THE CAPTAIN'S LOG/REGISTRATION BOOK**

Host Character: Infomaniac

Upon clicking on the Registration book, an animation plays of the book opening to fill 3/4 of the screen (*see Registration Book diagram on page xx*).

On the left-hand page of the book, all the letters of the alphabet are displayed, plus a Surface Platform icon and a back key. On first accessing the registration book, an animation of the Infomaniac explaining the registration process takes place (the lower portion of the left-hand side page). When he finishes his welcome, he goes into a wait state until the user clicks on him again.

On the right-hand page, there is a LEGO brick with ten lines representing ten different games. Each line contains seven blank entry spaces for the user to enter the letters of his name, and a check mark at the end of the line to indicate that the user is done entering his name. After ten different games have been entered and all ten lines are filled in, the oldest name gets deleted in order to free up a space for a new name.

As the user clicks on letters on the left-hand page, those letters appear on the next available line on the right-hand page - the first letter clicked appears on the left-most position of the line. When the user clicks the back key, the last letter entered is removed. When the user is done entering a new name he clicks the check mark or the Surface Platform icon, at which point an animation plays of the book closing and returning to its original position. The user is returned to the Surface Platform main screen.

To select a previously saved game, the user simply clicks on the check mark to the right of a previously entered name.

### **3. WHEEL/CRANK (GAG ANIMATIONS)**

Upon clicking on the wheel, one of four gag animations (3D animations) is triggered:

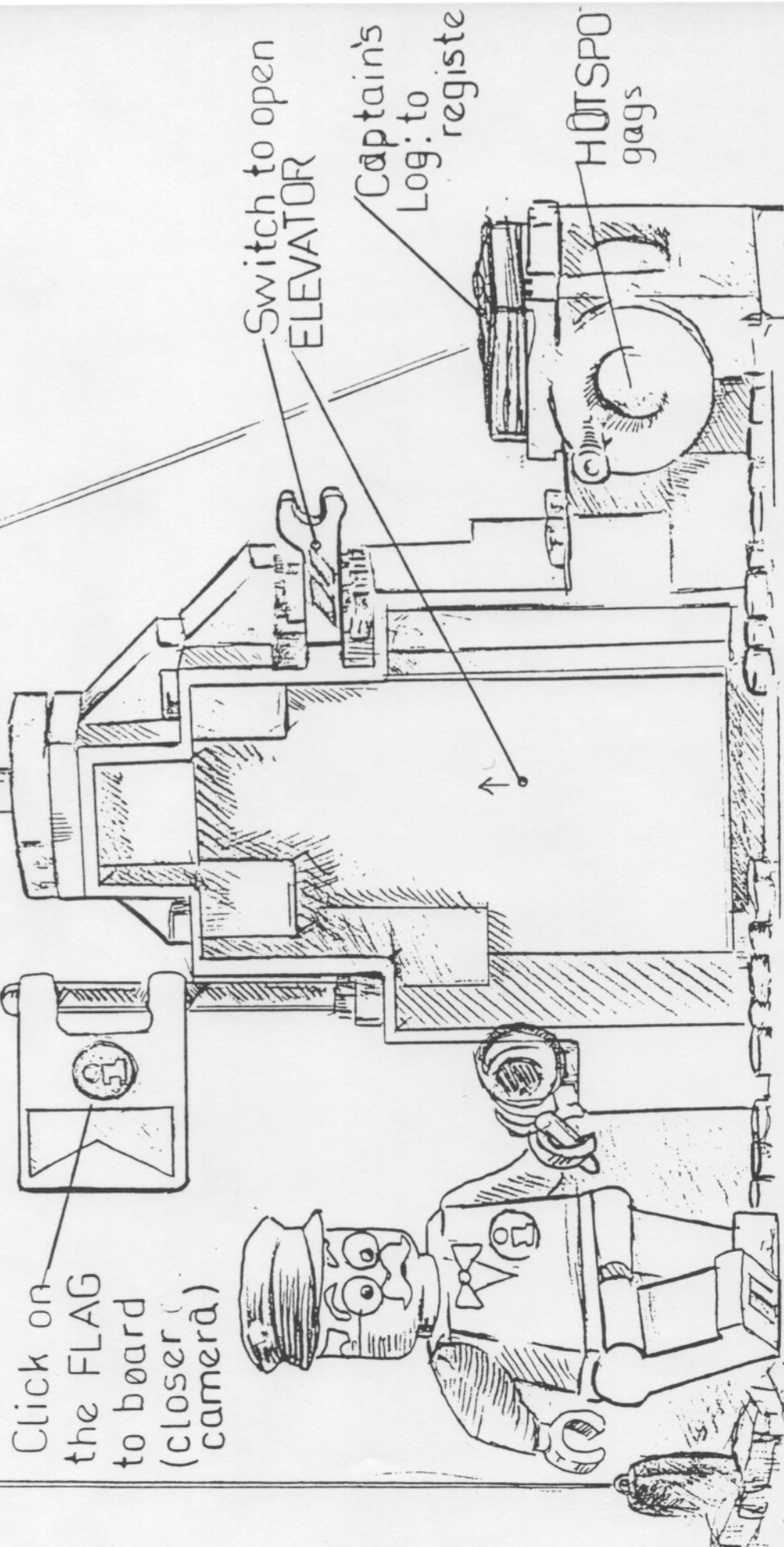
- Wheel turns, shark cage swings over to deck, cage door opens and out steps the flying LEGondos (4 characters: one with an "L" on his chest, another with an "E", "G" and an "O"), they hop on each others head and spell EGOL, pause, heads turn left and right, deconstruct and reassemble to spell LEGO. All characters shout and hop back in cage and cage swings back off screen.
- Wheel turns, shark cage swings over to deck, cage door opens and out pops a white shark. He flops about and then back in the cage. The door shuts and cage swings off screen.
- Wheel turns, shark cage swings over deck, cage door opens and out pops a diver (PEPPER). Pepper speaks. Hops back in cage, door closes and cage swings over and off screen.
- Wheel turns, shark cage swings over deck, cage door opens and out pops the Brickster. The Brickster speaks. The door closes and cage swings over and off screen. The Brickster runs to the opposite end of the screen (off screen) and the user hears a splash.

### **4. ELEVATOR**

Upon clicking on the elevator door switch, the elevator door opens (pre-rendered 2D animation) which reveals a 2D screen of the elevator interior with 3 buttons:

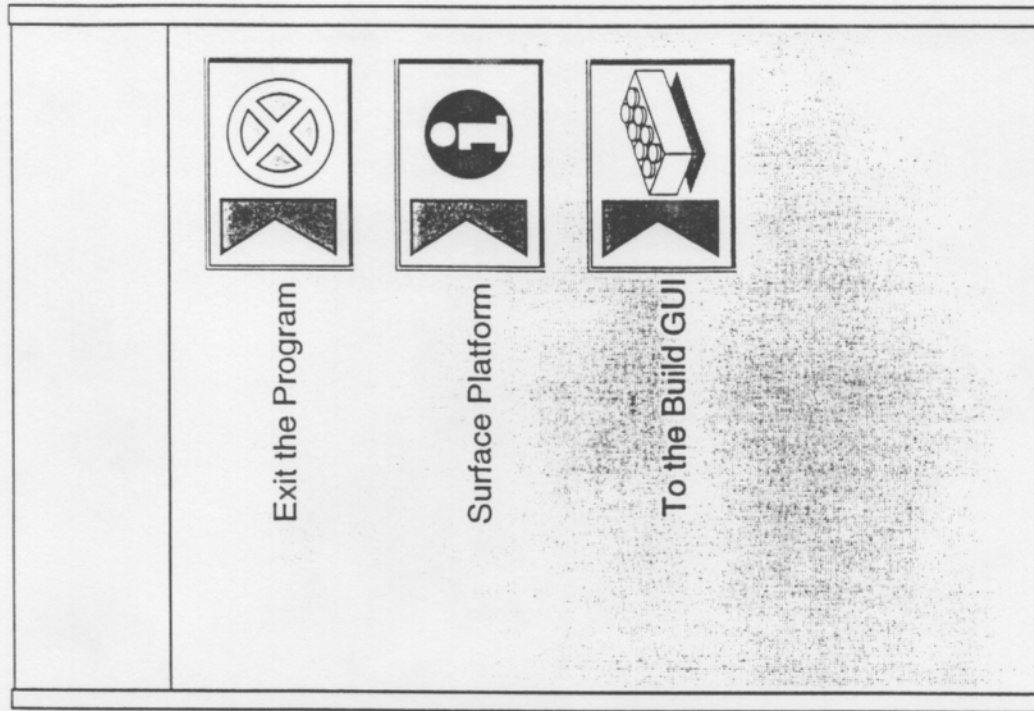
- Enter the Build GUI Chamber
- Return to Platform (present location)
- Exit Program

# 1 SURFACE PLATFORM





**ELEVATOR DOOR**  
 opens when switch is selected.  
 Three buttons to choose



**SURFACE PLATFORM (SP)**

check in point  
 register and information

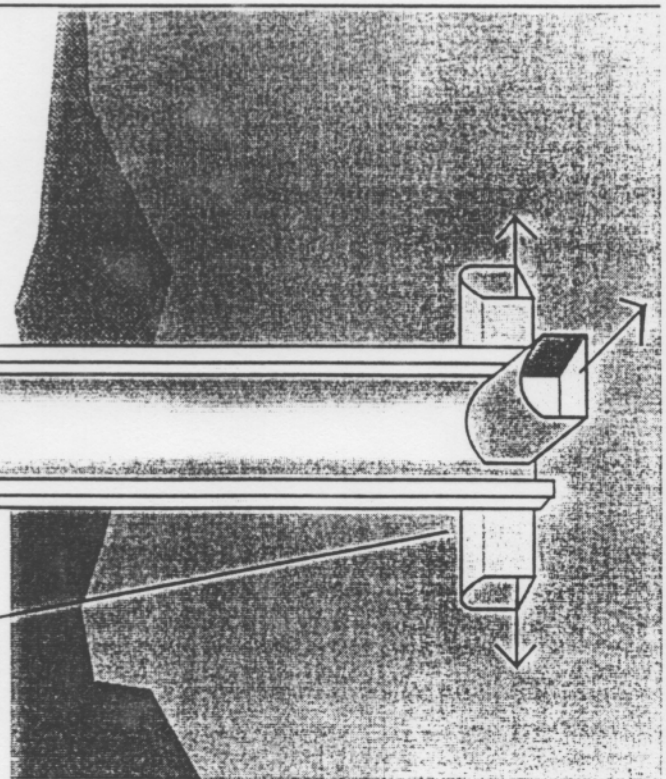
**WATER**  
 Surface

**Elevator**  
 to BUILD GUI

**Under**  
**WATER**

**Build GUI**

**Exit/ Entrance(s)**  
 4 options



# THE BUILD GUI SITE

In order to begin the game and join the scientists on their expedition, the user must first go to the Build GUI site where he can construct vehicles out of LEGO bricks. Following the instructions of the Infomaniac, the user enters the elevator (decompression chamber), and clicks on the Build GUI button. The doors close, the elevator descends, and the elevator doors open up to reveal a large room with four pre-rendered screens:

- The Build GUI
- Observation bubble
- Fish feeding bubble
- Elevator

## 1. THE BUILD SCREENS

### A. Build GUI (screen 1)

Host Character: Bill Ding

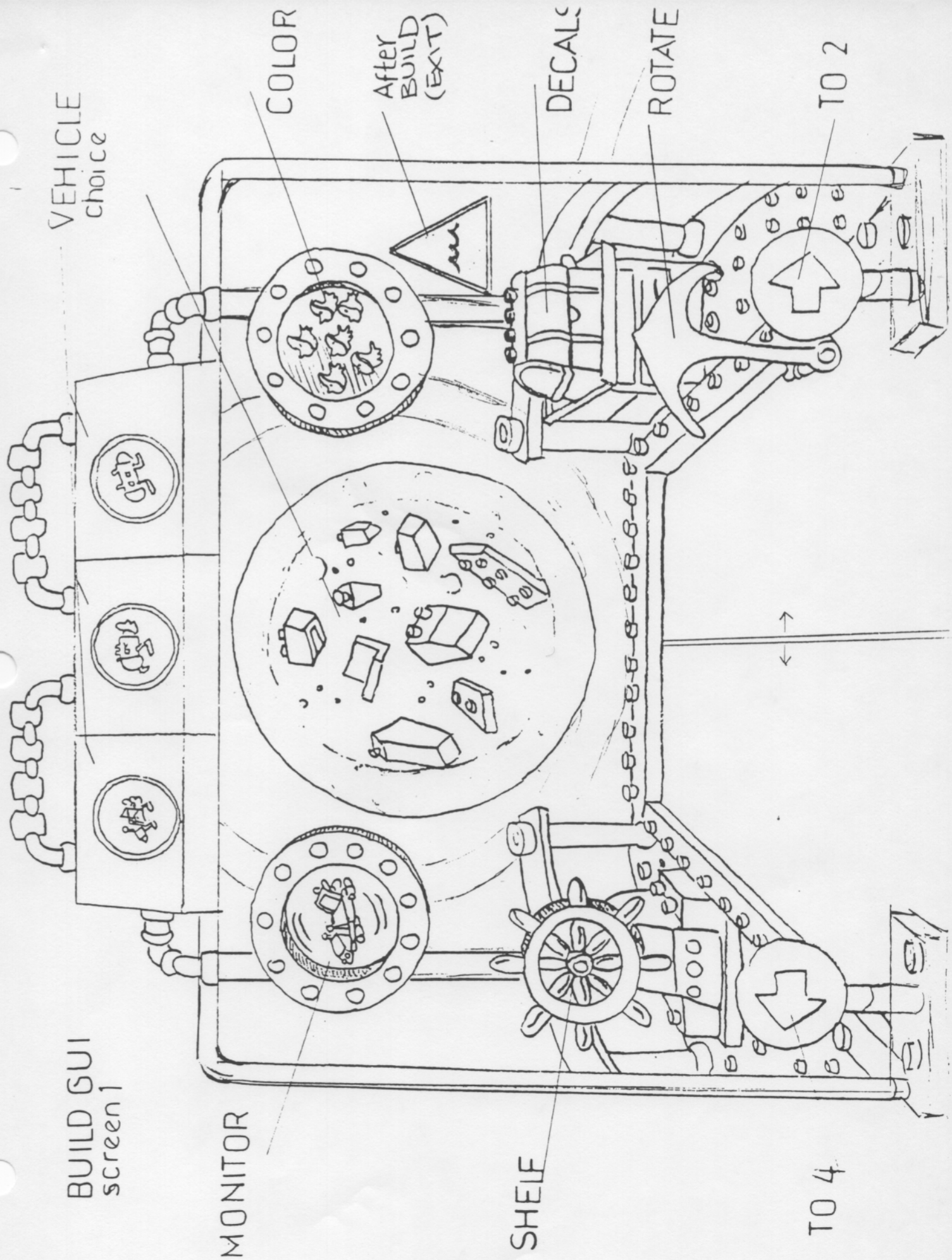
The main screen (screen 1) is where the user chooses and builds his vehicle. This screen is based on the functionality of the Build GUI of *LEGO Island* (shelves, rotator, color, decals, etc.). In addition, graphic representations of the vehicles available are pictured on button icons above the shelves where the bricks are displayed (similar to the avatar selection from *LEGO Island*). Clicking on a vehicle icon prompts a screen to drop down in front of the shelves and show an action packed demonstration of the vehicle selected. The movie will show the vehicles' strengths and weaknesses, an inventory of tools found on board, special features and a description of maneuverability (see *Build Process* section on page 21 for a detailed description).

**Bill Ding** is there to instruct the user on how to build vehicles. Unlike the Infomaniac on the Surface Platform, he is not there waiting when the user first arrives. Bill Ding's purpose is mostly to help the user when he needs it, rather than to be present all of the time. The program determines the user's need for help by tracking the number of clicks without any result (three clicks), at which point Bill Ding will magically appear.

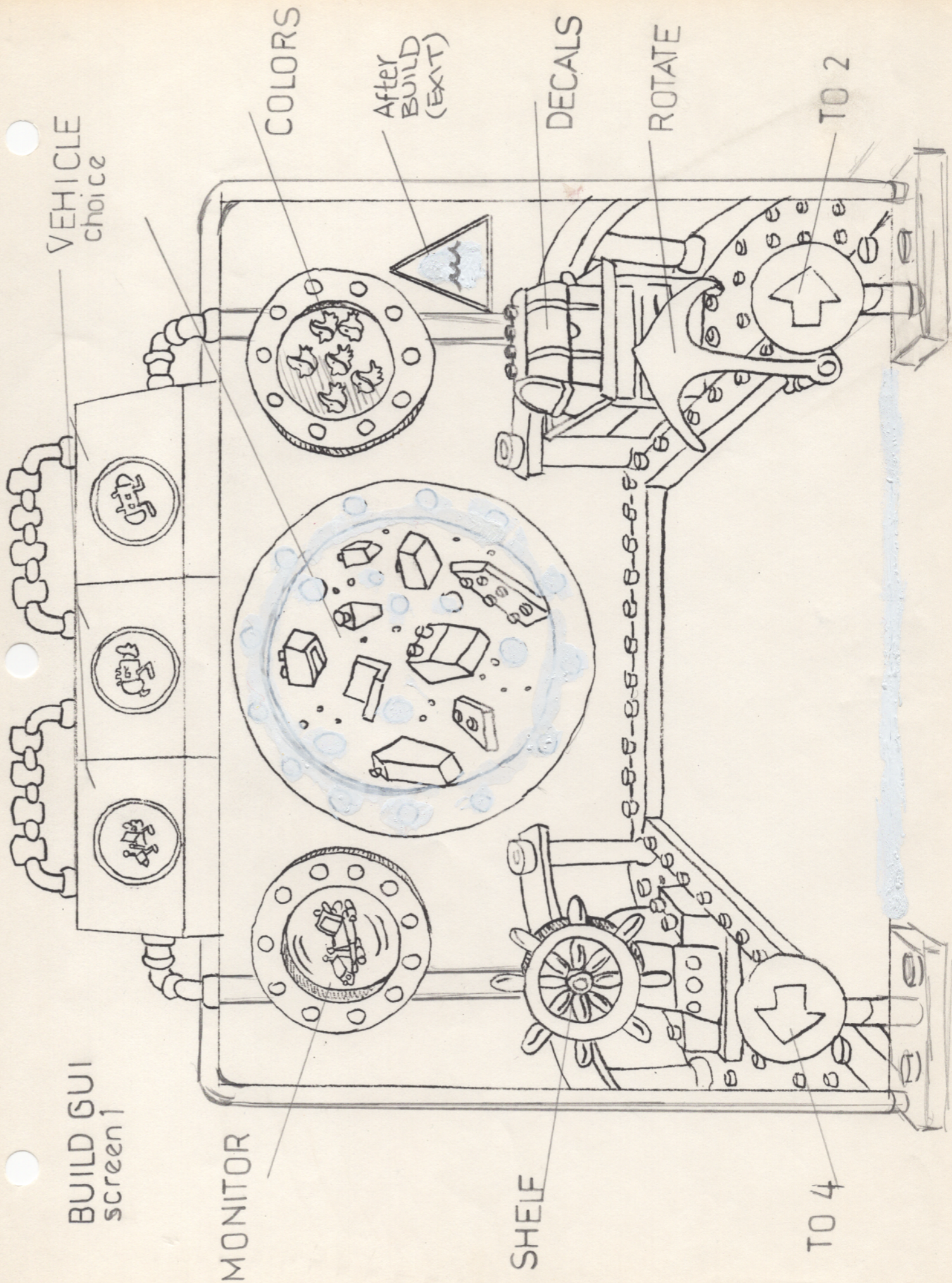
#### Navigation to other Screens

There are directional arrows that the user can select to go left or right (as on *LEGO Island*) to the other three screens (the other walls in the room). From Screen 1:

- Click right directional arrow - go to Screen 2
- Click left directional arrow - go to Screen 4









## **B. Fish Feeding Bubble (screen 2)**

Characters: Characters at this location are contingent on gag animation (TBD).

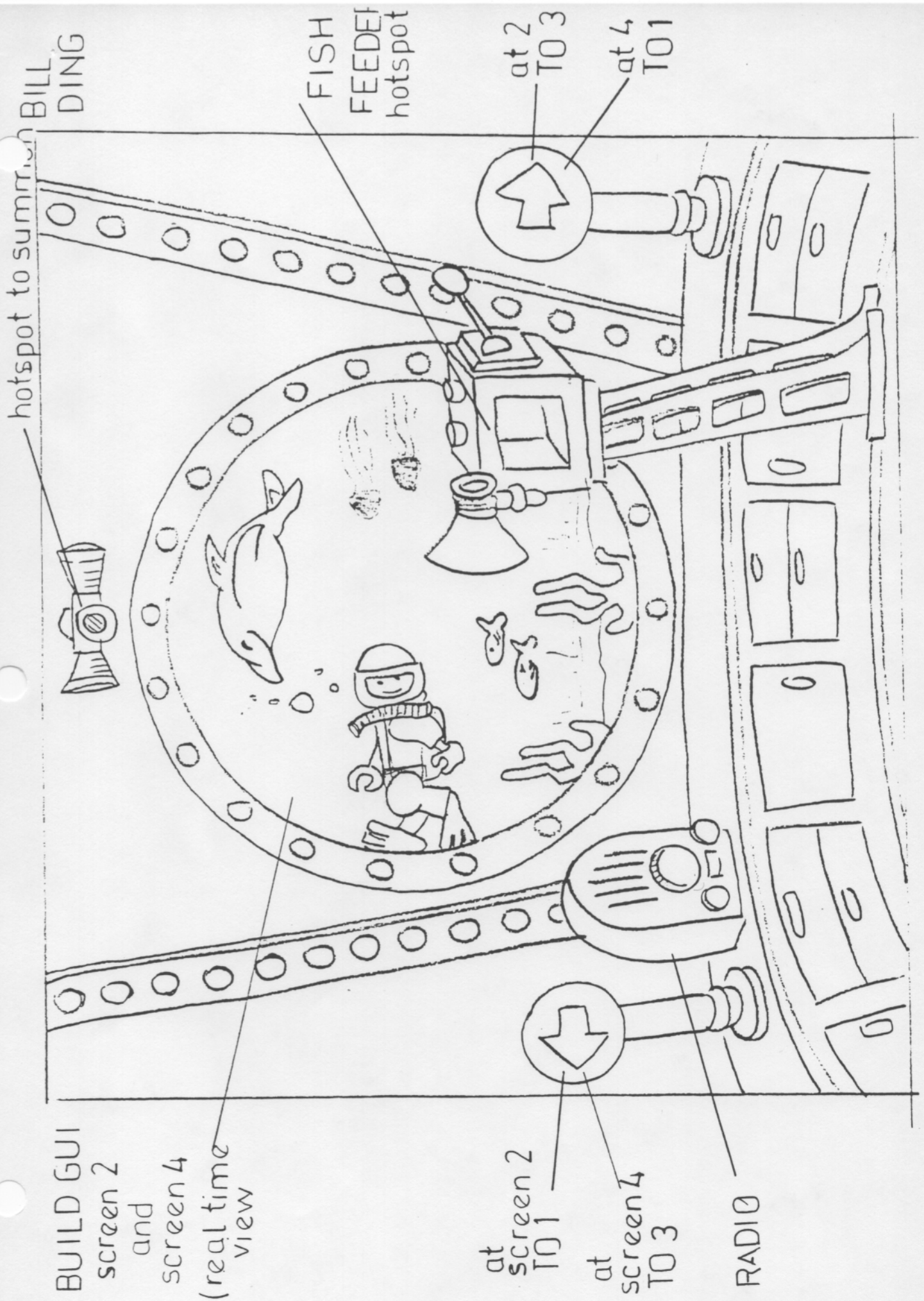
This screen features the fish-feeding station--a glass bubble reveals the real time outside world from a bird's eye view. Click on the hotspot (Fish Feeder under the bubble window), to trigger one of four random gag animations:

- Fish Feeding gag animation 1 (TBD)
- Fish Feeding gag animation 2 (TBD)
- Fish Feeding gag animation 3 (TBD)
- Fish Feeding gag animation 4 (TBD)

### **Navigation to other Screens**

There are directional arrows that the user can select to go left or right (as on *LEGO Island*) to the other three screens (the other walls in the room). From Screen 2:

- Click right directional arrow - go to Screen 3
- Click left directional arrow - go to Screen 1





### **C. Elevator (screen 3)**

When clicked on, the elevator door opens, exposing the interior. From inside the elevator the user can go back up to restart a new game, re-register or exit the program. To the left and right of the doors are two small portholes which display pre-rendered 2D looping animations. Upon clicking on the door, the door opens (pre-rendered 2D animation) and a 2D screen with the following three buttons is revealed:

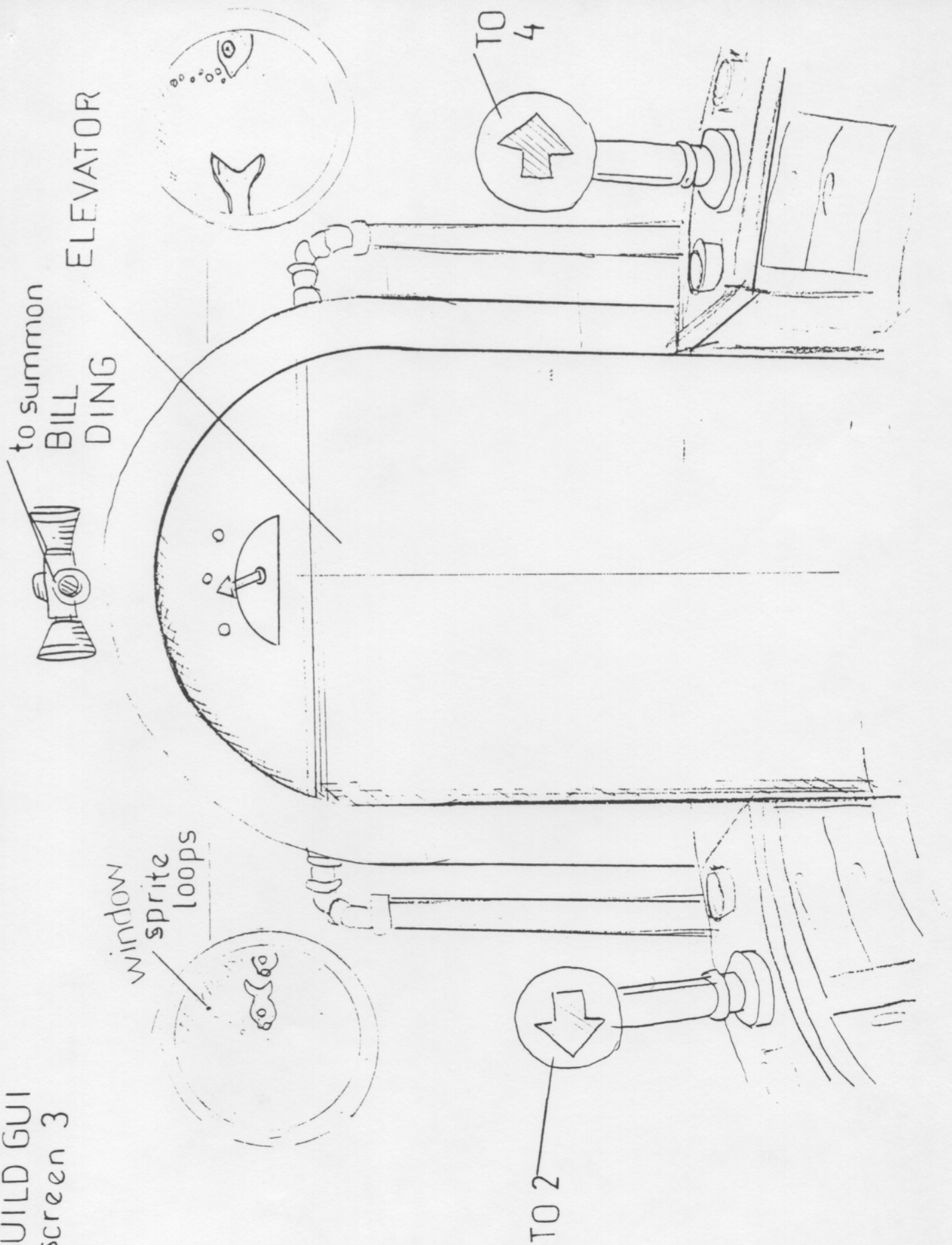
- Enter the Build GUI Chamber:  
No action -present location (*see script for Bill Ding dialog*)
- Return to Surface Platform:  
Go directly to Surface Platform Screen 1 (*see page 14 for detailed description of Surface Platform*)
- Exit the Program:  
Infomaniac Exit animation plays (*see scripts for Infomaniac's dialog*)  
Credits  
If user clicks again, during credits, jump ahead to Mindscape copyright page and hold for xx seconds.

### **Navigation to other Screens**

There are directional arrows that the user can select to go left or right (as on *LEGO Island*) to the other three screens (the other walls in the room). From Screen 3:

- Click right directional arrow - go to Screen 4
- Click left directional arrow - go to Screen 2

# BUILD GUI screen 3



#### **D. Observation Bubble (screen 4)**

Characters: Characters at this location are contingent on gag animation (TBD).

A glass bubble reveals the real time outside world from a bird's eye view. By clicking on the hotspot (the speaker under the bubble window), one of four random gag animations is triggered:

- Diver in Peril (gag animation 1)
- Fish Swimming (gag animation 2)
- Fish Feeding or other TBD (gag animation 3)  
*(may be the same as fish feeding animations from screen 2)*
- Fish Feeding or other TBD (gag animation 4)  
*(may be the same as fish feeding animations from screen 2)*

#### **Navigation to other Screens**

There are directional arrows that the user can select to go left or right (as on *LEGO Island*) to the other three screens (the other walls in the room). From Screen 4:

- Click right directional arrow - go to Screen 1
- Click left directional arrow - go to Screen 3



## 2. THE BUILD PROCESS

In order to drive one of the Build GUI vehicles, the user has to build the vehicle at least once in a game. However, when the user re-visits the Build GUI site, a disassembled vehicle will be available for him to build with. If the user decides not to build the vehicle again, the finished vehicle will still be waiting for him outside the Build GUI site. The following is the step-by-step build process:

### Selecting a Vehicle (Build GUI screen 1)

- Click on a vehicle icon (row of icons along the top of screen 1).
- Screen comes down - user can view features, inventory of vehicle (movie).
- Select a vehicle by clicking, dragging and releasing the related icon into the build area.
- Select a new vehicle by clicking on a different vehicle icon (row of icons along the top of screen 1) dragging and releasing the icon into the build area.
- Shelves instantly reset to reveal new vehicle components.

### Selecting Bricks (Build GUI screen 1)

- When the user clicks on the shelf moving device (ship's wheel) an animation of the LEGO bricks shelves rotating to display the next shelf of bricks is triggered.
- When the user single clicks on a brick from the shelves, it triggers an animation of that piece coming off the shelf and into a position directly above the pattern pieces on the floor. The piece will stay in place and rotate horizontally on its center axis until the user either drags it near the wire frame piece or double clicks on it to trigger an animation of the piece returning onto the shelf where it came from.
- When the user single clicks on a brick that has already been placed on the vehicle, it will trigger an animation of that piece coming off the vehicle and into a position directly above the pattern pieces on the floor. The piece will stay in place and rotate horizontally on its center axis until the user either drags it back near its matching wire frame piece or double clicks on it to return it to the shelf.

### Adding Bricks to a Vehicle (Build GUI screen 1)

- If the user clicks on the brick while it's rotating and correctly drags it near the wire frame piece and it matches, an animation and sound effect occurs of the LEGO brick rotating into an exact fit and snapping into place. If it does not match, an animation of the brick returning to its rotating position occurs.
- When the user clicks on a brick while it's on the shelf and correctly drags it near the wire frame piece and it matches, an animation and sound effect occurs of the LEGO brick rotating into an exact fit and snapping into place. If it does not match, an animation of the brick returning to its rotating position occurs.

- After each correctly matching brick is added to the vehicle, a new wire frame piece appears for the user to correctly match with the next brick from the shelves.

#### **Customizing Bricks (Build GUI screen 1)**

- The user can change the color schemes of some bricks. When a colorable brick is in its rotating position, the color palette on the upper right side of the screen will light up. If the user clicks on a color in the color palette, the color of that brick changes to the selected color. If a brick is not colorable, the color palette will not light up.
- The user can also change a brick's decal. When a brick containing a decal is in its rotating position, a book of decals located on the right middle side of screen opens to reveal an array of decal choices. When the user clicks on a decal, the decal that was on the brick changes to the new decal. Clicking on the decal triggers an animation of the decal pressing inward; clicking again triggers an animation of the decal pressing back outward. Decals cannot be added to bricks with no decals already in place.

#### **Getting Help (Build GUI screen 1)**

- If the user clicks three times without achieving any of the first steps of the build process, a LEGO character named Bill Ding will appear and briefly explain how the Build GUI functions.
- A monitor displays the user's blueprinting procedure by highlighting each piece and its position on a finished vehicle.
- When the user clicks the shelf moving device (ship's wheel), the vehicle will rotate to a different position.

#### **Exiting Build GUI and Enter the Underwater World (Build GUI screen 1)**

- Once his vehicle is built, the user clicks on the "Vehicle Complete" icon (Dolphin statue).
- Vehicle (with the user behind dash) appears.
- The trap door opens, the user drops and spins, and then gets shot out at bottom in 1 of 4 random directions.

#### **Exiting Build GUI by Elevator (Build GUI screen 3)**

- Using the directional arrows, the user navigates to Screen 3.
- The user click on the elevator doors and is taken directly to Surface Platform main screen.

### 3. VEHICLES

#### A. Choices

There are 3 different vehicles the user can choose to build:

- V1: Mini Sub Cruiser
- V2: Claw Craft
- V3: Personal Propulsion Unit (Jetpak)
- The user can also choose the “free swim” mode of navigation by clicking on the Diver’s Suit hanging on the wall in the Build GUI, as well as other locations.

#### B. Characteristics, Strengths, Instruments & Inventory

Each vehicle has unique characteristics, inventory, instruments and storage for inventory that helps the user navigate, explore, repair the environment, and catch the Brickster.

These **Characteristics** are:

- A) Speed
- B) Maneuverability
- C) Pressurized Capacity (ability to dive deep)
- D) Instrumentation
- E) Stability control (ability to hold still)

**Strengths** are measured for each characteristic, on a scale from 1 (lowest) to 3 (highest):

- 1) Low
- 2) Medium
- 3) High

#### Characteristics & Strengths Chart:

<b>V1</b>	<b>V2</b>	<b>V3</b>
A3	A1	A2
B3	B2	B3
C1	C3	C1
D1	D3	D1
E1	E3	E1



Vehicles are outfitted with three different kinds of dashboard **Instruments**: standard, vehicle-specific, and optional (decals at Build GUI, except where indicated as a “model”).

### **Standard Instruments**

- Power Gauge
- Pressure, Temperature, Depth, and Current Gauge
- CB Radio
- Horn (for summoning fish companion)
- Compass
- Cargo Hold button
- Map (for race)

### **Vehicle-Specific Instruments**

- Slurp Gun (Mini Sub Cruiser)
- Claw (Claw Craft)
- Choice of Stun Gun or Camera (Personal Propulsion Unit/ Jetpak) - **model**
- Choice of Spear Stun Gun or Camera (Diver's suit) - **model**

### **Optional Instruments**

The user can customize his vehicle's dashboard with one optional instrument per vehicle. The following optional instruments are available to the user in the decal book at the Build GUI site:

- Fish Translator

The Fish Translator (a controversial invention) works by pointing it towards a fish or an animal outside. Zapping the life form with the translator rays (aim and pull switch) will transmit the sound or pattern emanating from the critter selected and feed it through the translator. The Translator has a series of silhouette icons (for pattern matching) of the identified life forms out there. If the user sees an Octopus for instance, the user selects that icon and pulls the switch. If his aim is accurate, the message comes back (Octopi communicate through color) a Morse code-like message will appear like a ticker-tape message, and a translator color match for the user to select appears below. The Octopus (in our example) has changed to yellow, gray, black, gray, blue. The user selects those colors on the translator, and a message is heard via the box (translator). It may or may not make sense. Octopus' syntax is quite different from our syntax. The Dolphin is easier, of course. His squeals are immediately fed into the translator and a voice will translate. Discussions and debates (script) follow messages received.

A hand-held translator is also available as a decal in the vehicle build GUI. The Brickster has, of course, learned of this through his spying. In fact, he steals this at the start of Act II (the start of ecological danger). The Brickster uses this in order to turn the sharks and fish against the divers, which in turn creates more trouble.

- Radio (for listening to music on WH2O)
- Stun gun (with fire feature)
- Camera (with printer feature)
- Fish-feeder (portable)

The user can also select one **Inventory item** to carry in his vehicle's cargo hold. The Inventory item is used to resolve the environmental crises that are triggered during Acts I and II and capture the Brickster. When the game begins (Act I), inventory is located in the cabinets throughout the Science Center. However, as the game progresses in Act II and Act III, the inventory is randomly mixed up and hidden (in the habitats and inside the Science Center) by the Brickster (script).

The user selects the inventory item based on critical problem solving (prompted by clues, analysis and monologues). The item is transferred to the cargo hold and ready to use via the vehicle's instrument panel. If the inventory item is dropped, either a "correct" or "incorrect" animation plays.

- "Correct" animation plays if it's being dropped in the right place. For example, if the seedling is dropped in the Kelp Forest, an animation plays of the seedling being planted in the Kelp Forest.
- "Incorrect" animation plays if it's being dropped in the wrong place. For example, if the seedling is dropped in the Open Sea, an animation plays of a fish swallowing the seedling, then swimming away and spitting it out in order to re-hide it.

### **Inventory**

- A plant seedling (for replanting in the Kelp Forest habitat)
- A heat resistant man hole cover (to cover vent in the Sandy Floor habitat)
- A brick (to rebuild The Reef habitat)
- Antidote/poison remover (partially made but is missing an ingredient of an exotic plant leaf that needs to be found to complete it. When complete, add antidote to Open Sea habitat)
- Stun Toxic Urchin (as a stun gun mixture for stunning attacks and capturing the Brickster)

## **C. Navigation**

Navigation is mouse-driven (active or passive navigation). In either passive or active navigation mode, the user controls various vehicles to explore, compete in the race, participate in missions, activities, and eventually capture the Brickster.

### **Active Navigation**

The user clicks on the left mouse button and moves mouse to the right and left to navigate to the left and right, or up and down to move forward and backward. He clicks on the right mouse button and moves it up and down to navigate up and down.

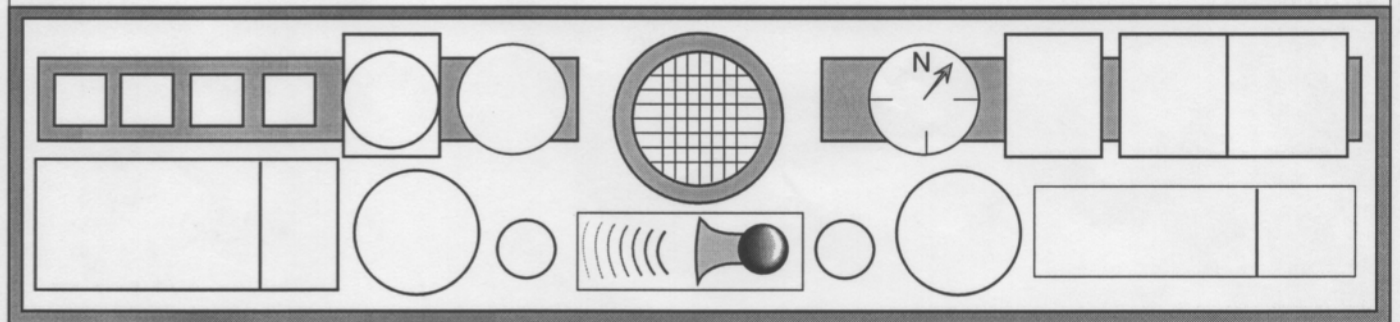
### **Passive Navigation**

The user can also choose to navigate "passively" by simply clicking on a location, which will automatically take him to a preset camera position.



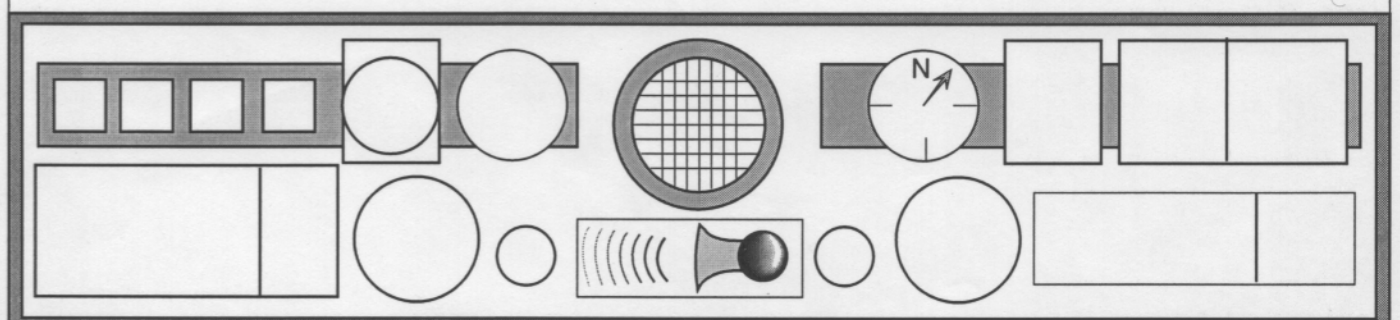
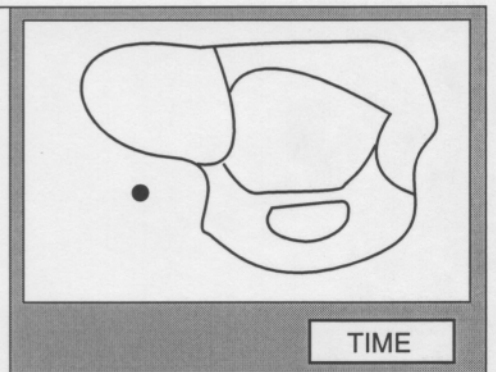
DASH BOARD/ right click on button will describe the functionality of the button selected on the dash.  
User will be told of this via the CB radio.

TEMPERATURE  
CURRENT  
PRESSURE  
DEPTH  
POWER BUTTON  
SPEED  
CB RADIO/RECEIVER  
COMPASS  
MAP  
OPTIONAL  
FISH  
TRANSLATOR



EHICLE  
CONTINGENT  
(Claw, slurp gun  
or camera or stun gun)  
OPEN/CLOSE HATCH  
SAMPLE COLLECT  
WARNING  
LIGHT  
HORN  
WARNING  
LIGHT  
HEAD LIGHTS  
FLIPPER  
DIVER GEAR  
SAMPLE  
TO SCIENCE  
CENTER

When "map" button is selected, a map of the underwater environment will drop down from above.



# HABITATS

The LEGO Phanta Sea is comprised of five habitats:

- Kelp Forest
- Sandy Floor
- The Reefs
- Deep Caverns
- Open Sea

Each habitat is a specific location where the user can go to explore the mysteries of the underwater world and participate in various activities. Each habitat has characteristics unique to that area (that for the purposes of this document, we are referring to as "CATLP"):

- Currents
- Animals
- Temperature
- Light
- Plant life

*During Act II, these characteristics change, greatly altering the habitats in the Phanta Sea (see charts on pages 30 - 38).*

The following options are available to the user in any of the habitats:

- The user can **explore** the habitats in his vehicle of choice (one of three vehicles available) or Diver's suit (swim freely without a vehicle).
- Within each habitat is a specified LEGO **model** (Science Center, Ship Wreck, Building Ruins, Race entrance and grandstands), where the user can collect and analyze data, talk to scientists, divers, and the other residents of the Phanta Sea, and most importantly, chase and finally capture the Brickster. These models are interior spaces that consist of real-time models and pre-rendered screens (or walls) that the user can toggle between using left and right directional arrows.
- Most habitats have a **resident animal and diver** who explain information about that particular habitat and give clues, as well as gag animations.

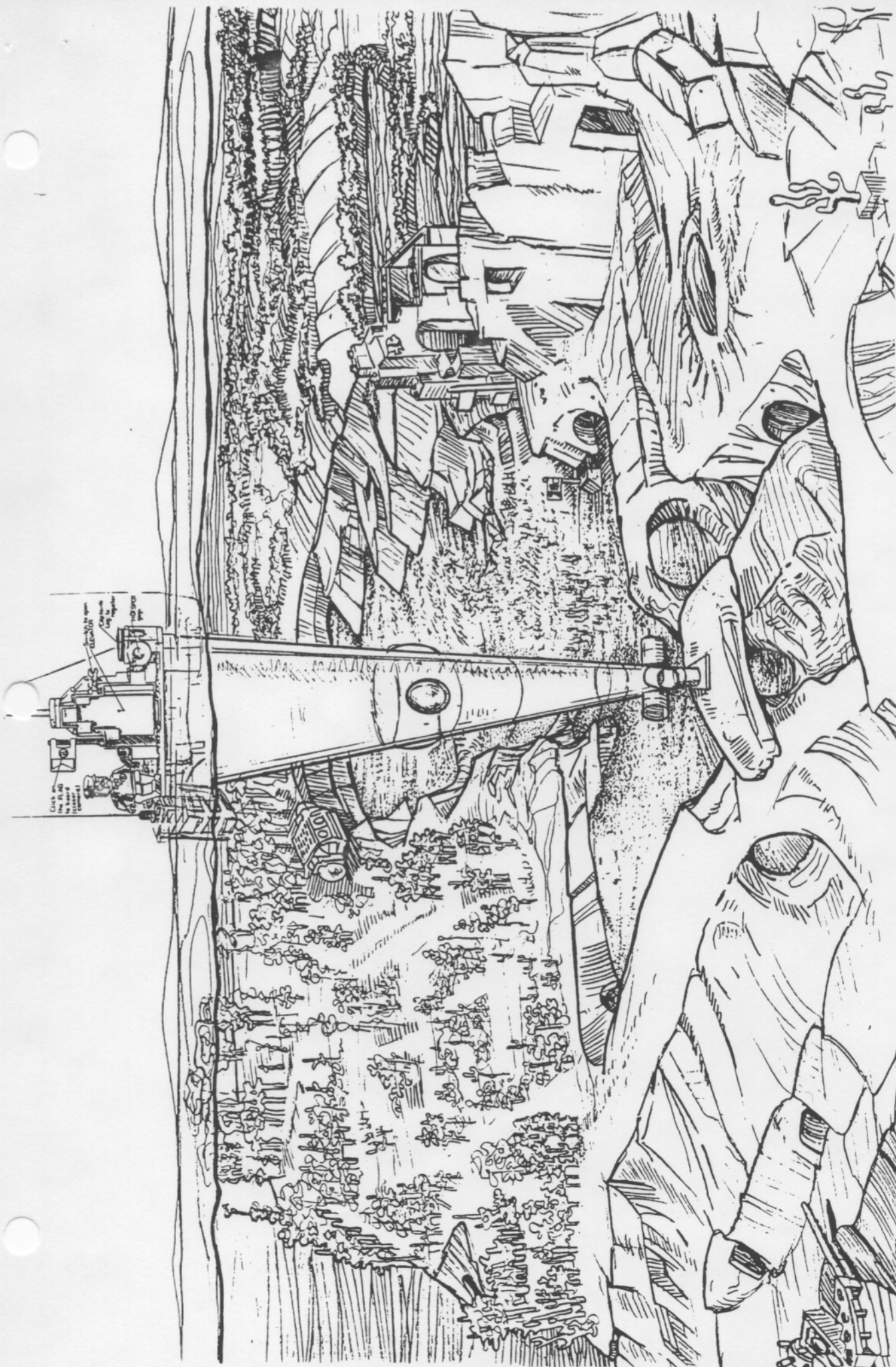
- **The race** course takes the user through all of the habitats (*see sketches on pages 28c, d, e*). On the edge of the reef and the deep cavern habitats is a checkered flag that, once clicked on, will trigger an animation. A quick build of the viewing stands occurs, followed by octopuses, crabs, fish and divers taking their seats. A fanfare is heard, and a mini-sub cruiser zooms in piloted by "Plastic Pete" Pesca, who challenges the user to a race. If the user accepts (scripted), he is instructed to click on the flag twice, which triggers another animation. A tunnel opens up directly in front of the user, the Infomaniac steps forward and explains the course (he will keep in touch with the user occasionally via the radio). He then announces the race, produces a flag and waves the start. The course begins and the user races through the tunnel where obstacles (miniature golf-like) abound. The beginning of the race is underground and tunnels are everywhere, until a maze eventually pops the user into the kelp forest with an equally difficult maze to follow (scripts will describe obstacles, etc., unique to each habitat in more detail). The race course continues throughout all five habitats, and ends in a winner's or loser's ceremony, depending on whether or not the user has clicked on and captured all of the flags.
- At certain trigger points in the user's exploration, he receives distress calls on his radio, that give him the compass directions to assist a diver in peril. When the user arrives at the site, he is prompted by the radio to click on something (a rock, a fish, etc.) to trigger the **rescue** animation of the trapped diver or animal.

The user can **customize** plants, fish and characters (dependent on his vehicle):

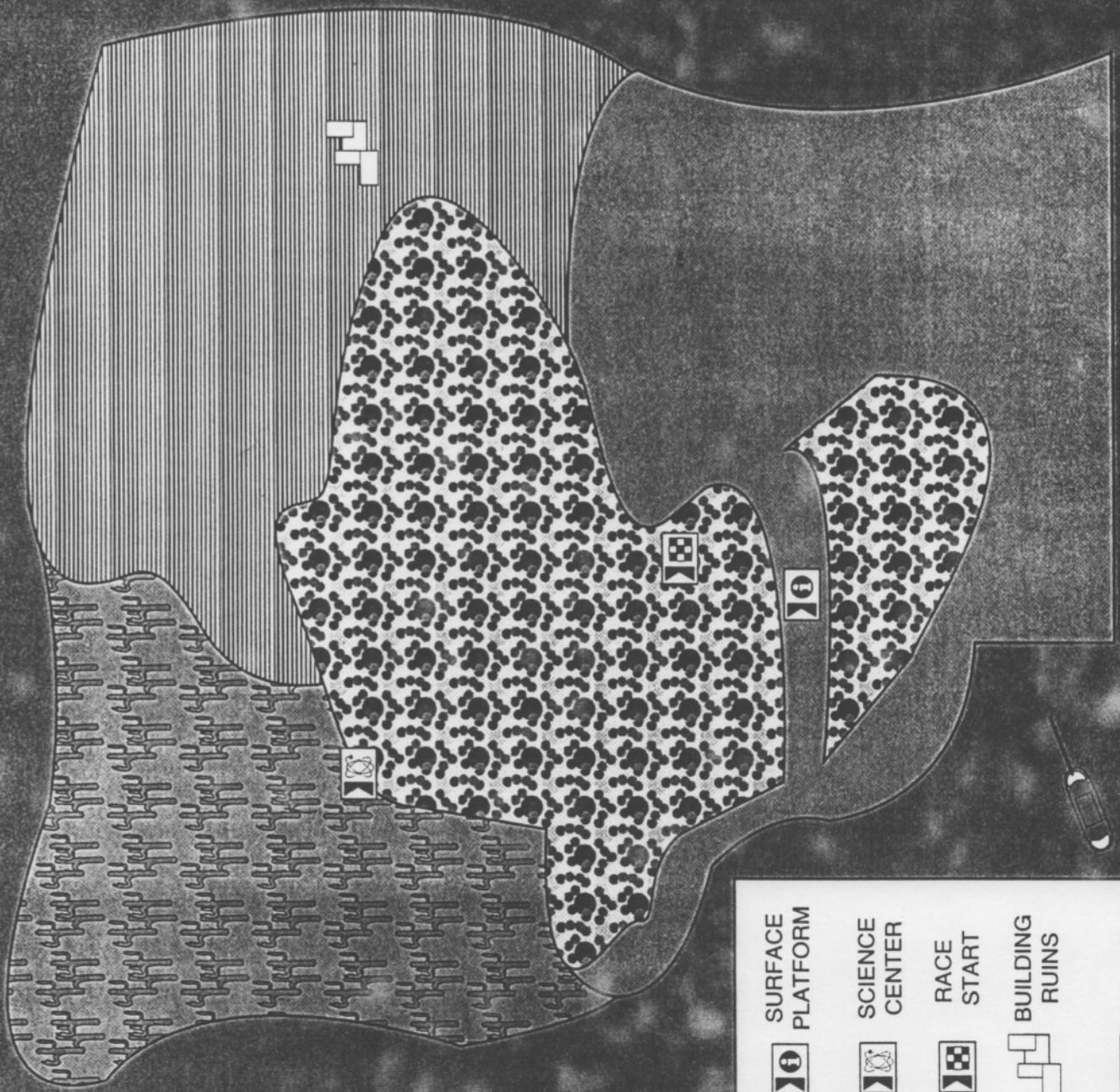
- **Claw vehicle:**  
Each click will change a plant, fish or character's color: green to red to brown to white and back again.
- **Mini-Sub Cruiser:**  
Each click will produce a plant, fish or character to perform an acrobatic move (with an accompanying funny sfx): flip (head over tail), spin (side), hop up and down and wiggle and back again.
- **Personal Propulsion Unit:**  
Each click will change a plant, fish or character's geometry: black to red to yellow to white and back again.

*Further explanation of each individual habitat is provided below.*





BENEATH THE  
**LEGO**  
PHANTA SEA



MAP SCHEMATIC legend	
	KELP FOREST
	SANDY FLOOR
	REEF
	ROCKY CAVERNS
	OPEN SEA
	SURFACE PLATFORM
	SCIENCE CENTER
	RACE START
	BUILDING RUINS
	SHIPWRECK



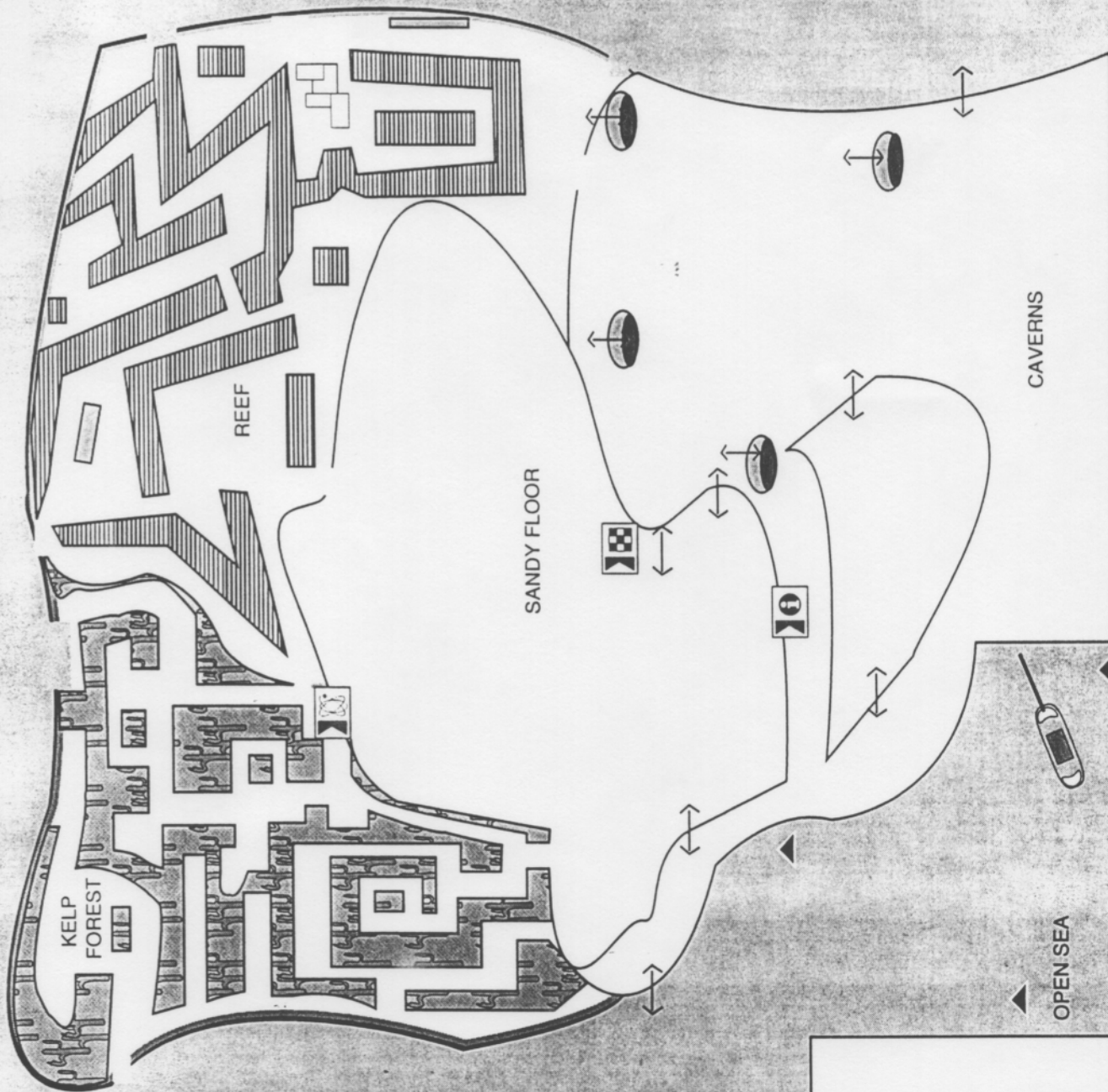
BENEATH THE

LEGO

PHANTA SEA

SURFACE MAZES

OPEN SEA



OPEN SEA

CAVERNS

OPEN SEA

OPEN SEA

↔ Tunnels/horizontal to undersurface caverns  
↕ Tunnels/vertical to undersurface caverns

▲ Bermuda Triangle...  
If driven over,  
will place your craft  
in a random position  
somewhere in the world

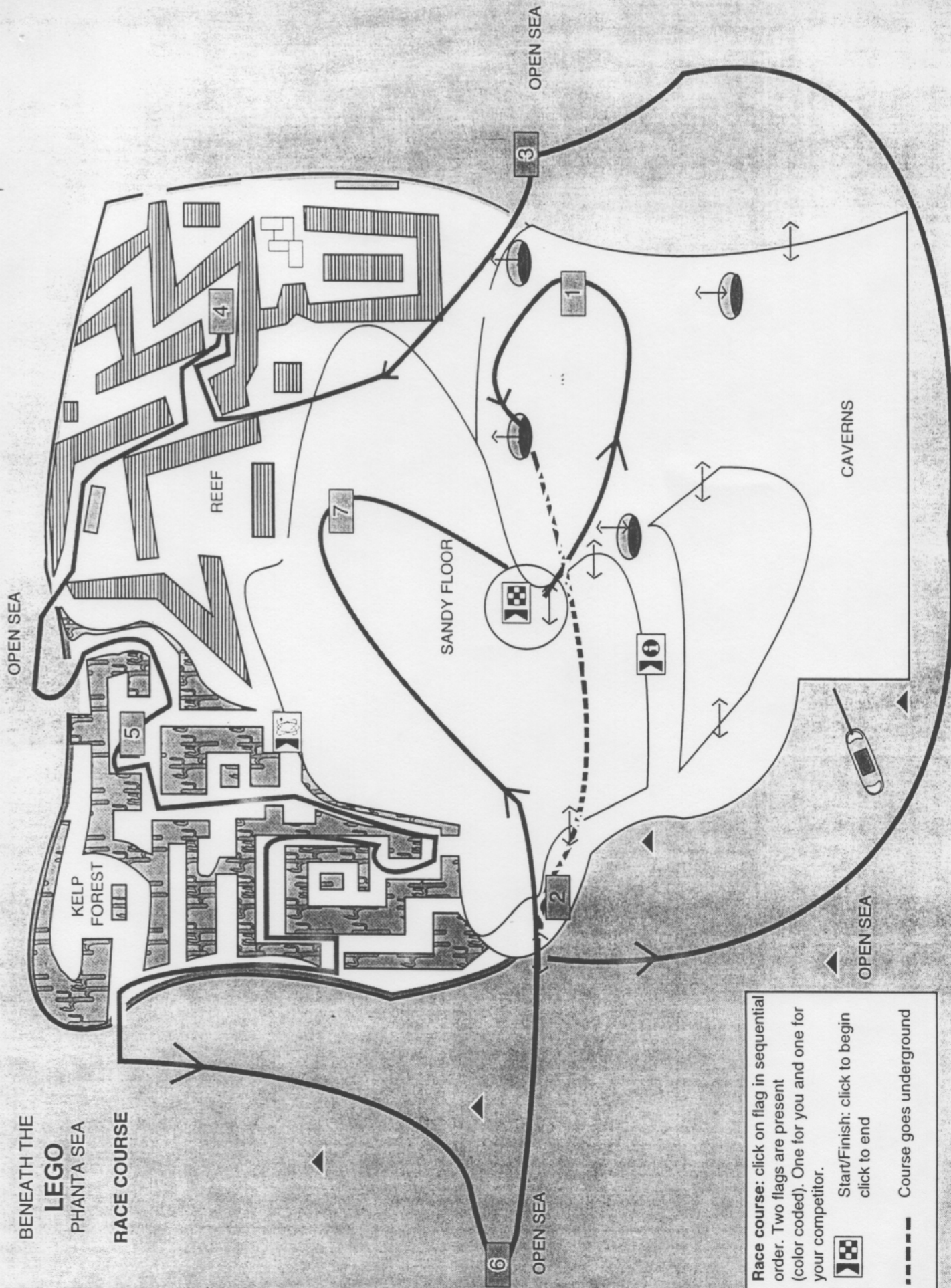


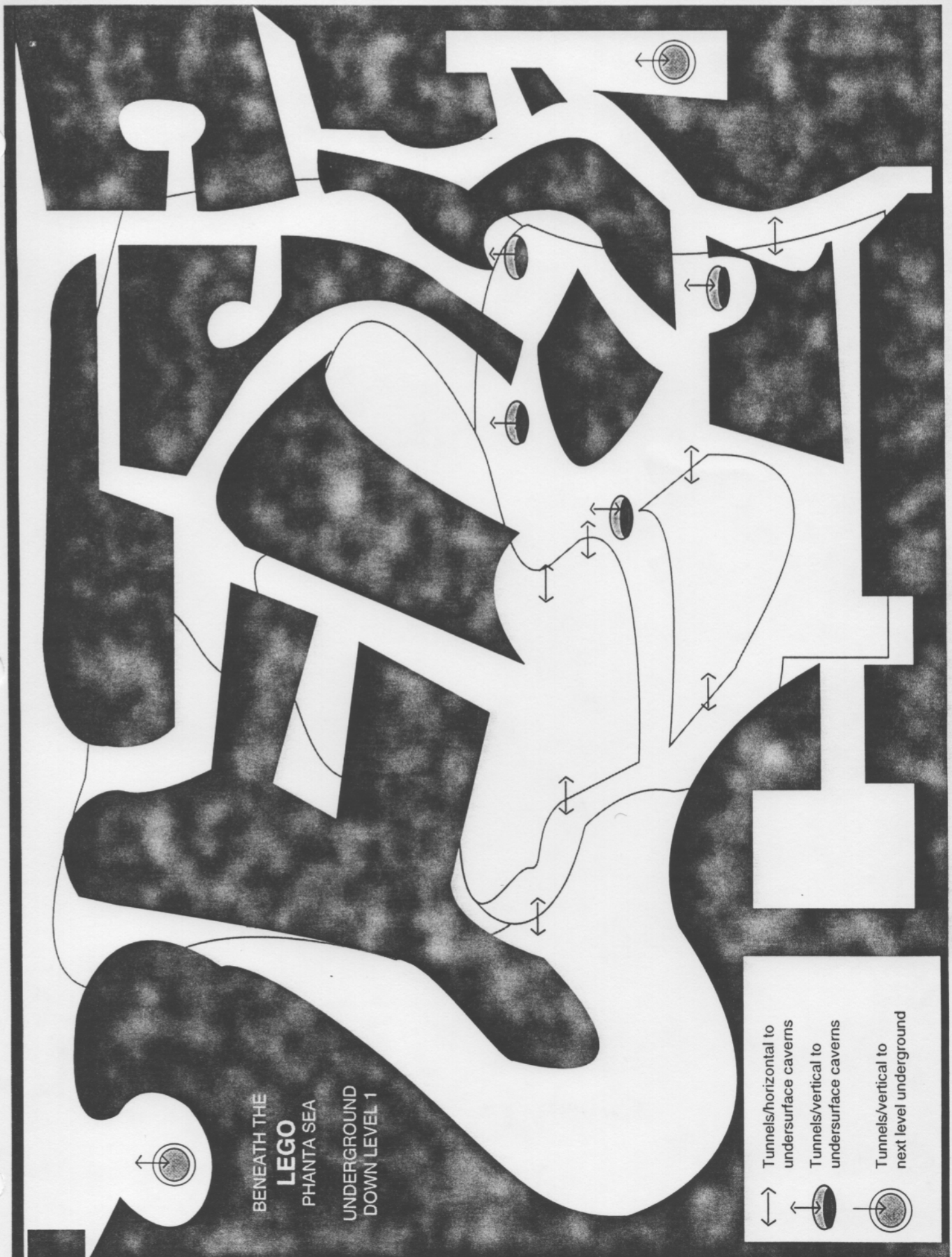
BENEATH THE

LEGO

PHANTA SEA

RACE COURSE

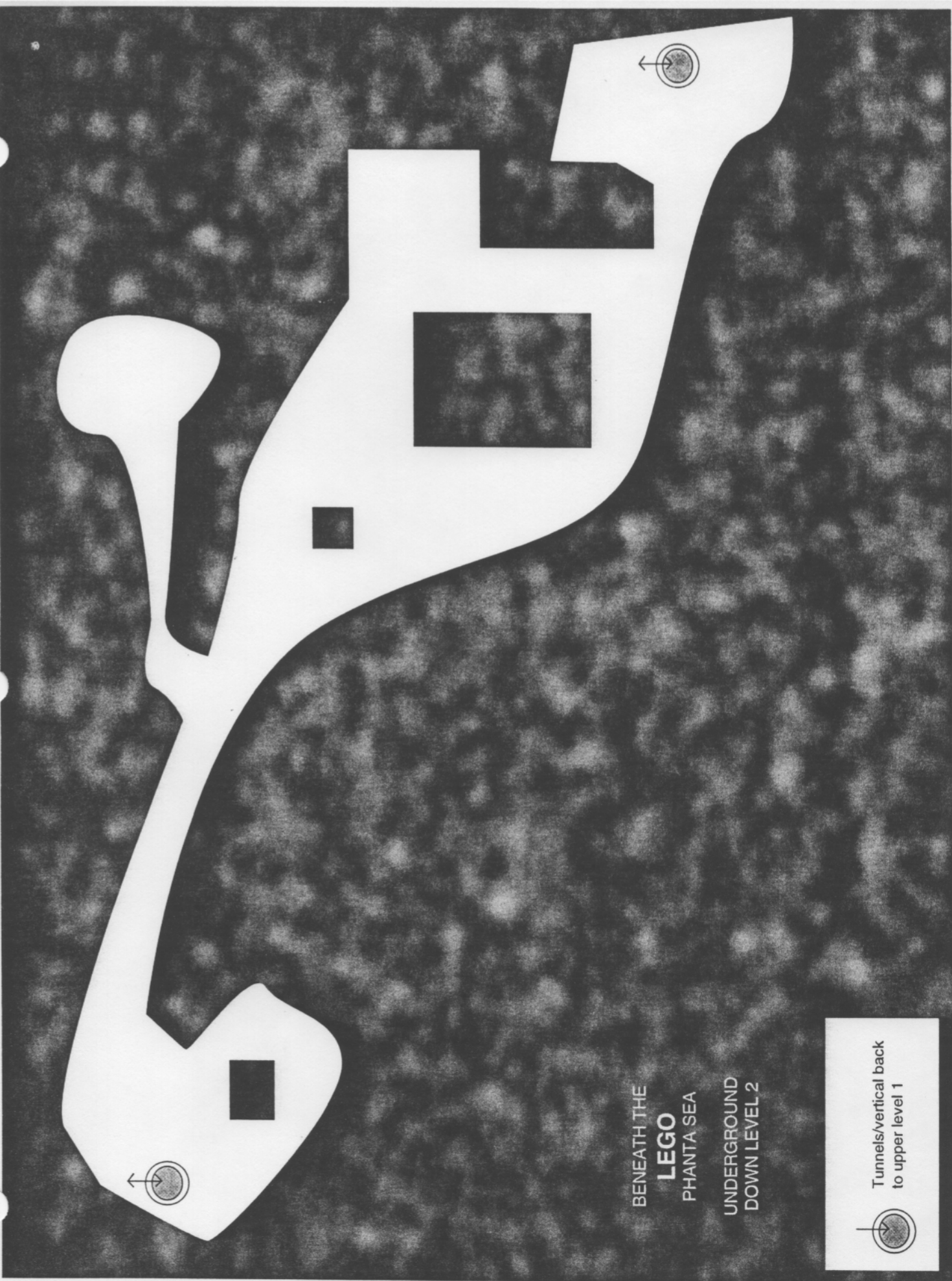




BENEATH THE  
**LEGO**  
PHANTA SEA  
UNDERGROUND  
DOWN LEVEL 1

- ↔ Tunnels/horizontal to undersurface caverns
- Tunnels/vertical to undersurface caverns
- Tunnels/vertical to next level underground



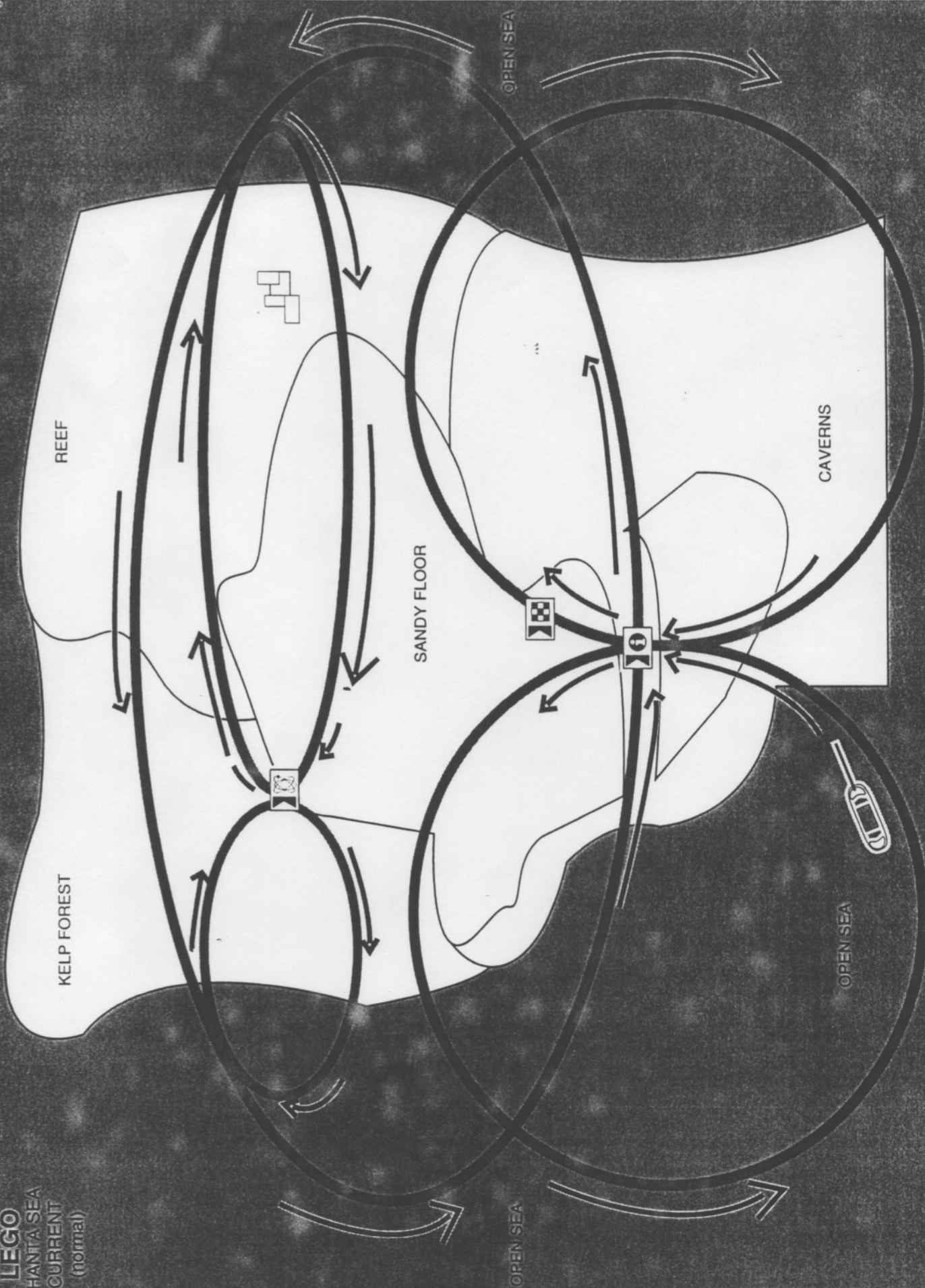


BENEATH THE  
**LEGO**  
PHANTA SEA  
UNDERGROUND  
DOWN LEVEL 2

Tunnels/vertical back  
to upper level 1



BENEATH THE  
**LEGO**  
 PHANTOM SEA  
 CURRENT  
 (normal)



# 1. KELP FOREST

Characters: John and Lucille Sudak (Divers) and Gelo (Shark)

The following is the beginning or “normal” state of the Kelp Forest:

Current:

- Moving currents

Animals:

- Schools of Fish, Sharks, Starfish

Temperature:

- 80 degrees

Light (visibility, color and intensity):

- Foggy, Blue, Sunlight

Plant Life:

- Giant Kelp Maze, Seaweed, and many other plants

## **Danger**

If the user (or the Brickster) knocks over a plant in the Kelp Forest, the habitat changes dramatically. Plants die. Currents increase. Fish get hungry, and eventually attack.

## **Resolve**

The user must find the seedlings (inventory item) and replant in order to restore the Kelp Forest to its normal state (*see chart on page 30 for a detailed description of the different states of the Kelp Forest*).

## **Model**

The Science Center model is located between the Kelp Forest and Sandy Floor habitats.

## **Animations**

The habitats are a staging area for many animations. There will be a total of approximately 40 animations in each habitat that are broken down as follows:

- Foreground (8 animations)
- Background (6 animations)
- Diver Monologues (5 animations)
- Fish Translator (6 animations)
- Obstacles (8 animations)
- Diver Rescue (3 animations)
- Misc. Monologues (4 animations)

## KELP FOREST HABITAT STATES (ACT II)

Model: Science Center

Characters: John and Lucille Sudak (Divers) & Gelo (the Shark)

<u>Normal state</u>	<u>Trigger</u>	<u>Caution 1 state</u>	<u>Caution 2 state</u>	<u>Danger state</u>	<u>Resolve problem</u>
<b>Current:</b> Moving currents	Knock Plant Over	<b>Current</b> Increased currents	<b>Current</b> Increased currents	<b>Current</b> Dangerous currents	Replant seedlings
<b>Animals:</b> Schools of Fish, Sharks, Starfish		<b>Animals</b> Fish begin to leave area very hungry	<b>Animals</b> Sharks start to act suspiciously	<b>Animals</b> Sharks attack	
<b>Temp.:</b> 80 degrees		<b>Temp.</b> erratic temperatures from 50 - 70 degrees	<b>Temp.</b> erratic temperatures from 50 - 60 degrees	<b>Temp.</b> erratic temperatures from 50 - below 40 degrees	
<b>Light (Visibility):</b> Foggy  <b>(Color):</b> Blue  <b>(Intensity):</b> Sunlight		<b>Light (Visibility):</b> fog decreases  <b>(Color):</b> Yellow  <b>(Intensity):</b> Increased intensity of light	<b>Light (Visibility):</b> Floating debris, fog decreases more  <b>(Color):</b> Yellow-Green  <b>(Intensity):</b> Increased intensity of light	<b>Light (Visibility):</b> Fog decreases more  <b>(Color):</b> Green  <b>(Intensity):</b> Decreased intensity of light	
<b>Plant Life:</b> Giant Kelp Maze, Many plants (seaweed, etc.)		<b>Plant Life:</b> Plants change to brown and start to dwindle	<b>Plant Life:</b> desert-like, little plant life left	<b>Plant Life:</b> no plant life left	



## 2. SANDY FLOOR

Characters: Ray Manta (Diver) and Elog (Sting Ray)

The following is the beginning or “**normal**” state of the Sandy Floor:

Current:

- Calm

Animals:

- Mantas, Saw Fish

Temperature:

- 50-60 degrees (200-300 ft.)

Light (visibility, color and intensity):

- Normal visibility, Blue/green, Defused sunlight

Plant Life:

- Garden

### **Danger**

If the user (or the Brickster) removes the brick cover to vent “smoker” in the Sandy Floor, the habitat changes dramatically. Plankton increase causing a red tide. Currents increase. Fish get sick, and eventually the Saw Fish attack.

### **Resolve**

The user must cover the vent with a brick (inventory item) in order to restore the Sandy Floor to its normal state (*see chart on page 32 for a detailed description of the different states of the Sandy Floor habitat*).

### **Model**

The Science Center model is located between the Sandy Floor and Kelp Forest habitats.

### **Animations**

The habitats are a staging area for many animations. There will be a total of approximately 40 animations in each habitat that are broken down as follows:

- Foreground (8 animations)
- Background (6 animations)
- Diver Monologues (5 animations)
- Fish Translator (6 animations)
- Obstacles (8 animations)
- Diver Rescue (3 animations)
- Misc. Monologues (4 animations)

## SANDY FLOOR HABITAT STATES (ACT II)

Model: Science Center

Characters: Ray Manta (Divers) & Elog (the Manta Ray)

<u>Normal state</u>	<u>Trigger</u>	<u>Caution 1 state</u>	<u>Caution 2 state</u>	<u>Danger state</u>	<u>Resolve problem</u>
<b>Current:</b> Calm	Remove brick cover to vent , "smoker"	<b>Current</b> Current increases	<b>Current</b> Current increases more, debris in current, sand tomadoes	<b>Current</b> Current increases more, wacky currents	Cover vent
<b>Animals:</b> Mantas, Saw Fish		<b>Animals</b> Fish are getting sick	<b>Animals</b> Fish get sicker, Saw fish acts suspiciously	<b>Animals</b> Saw Fish attacks	
<b>Temp.:</b> 50-60 degrees (200-300 ft.)		<b>Temp.</b> Temperature increases	<b>Temp.</b> Hot	<b>Temp.</b> Dangerously Hot	
<b>Light (Visibility):</b> Normal visibility		<b>Light (Visibility):</b> Decreasing visibility	<b>Light (Visibility):</b> Decreasing visibility	<b>Light (Visibility):</b> Decreasing visibility	
<b>(Color):</b> Blue/green		<b>(Color):</b> Blue/purple	<b>(Color):</b> Purple	<b>(Color):</b> Red Tide	
<b>(Intensity):</b> Defused sunlight		<b>(Intensity):</b> Decreasing intensity	<b>(Intensity):</b> Decreasing intensity	<b>(Intensity):</b> Decreasing intensity	
<b>Plant Life:</b> Garden		<b>Plant Life:</b> Plankton increases, other plant life decreases	<b>Plant Life:</b> Plankton increases, other plant life decreases	<b>Plant Life:</b> Plankton increases, other plant life decreases	

### 3. THE REEFS

Characters: "Plastic Pete" (Diver) and Ogel (Octopus)

The following is the beginning or "**normal**" state of the Reefs:

Current:

- Relatively slow currents

Animals:

- Corrals, Urchins, Barnacles, Octopi

Temperature:

- 40 degrees

Light (visibility, color and intensity):

- Dark Blue, Twilight light

Plant Life:

- Seaweed

#### **Danger**

If the user (or the Brickster) bumps into a fish, that in turn bump into the Reef, the habitat changes dramatically. Plant and fish life decrease. Temperatures are erratic. Octopi get agitated, and eventually attack.

#### **Resolve**

The user must find bricks (inventory item) to repair the Reef, and restore it to its normal state (*see chart on page 34 for a detailed description of the different states of the Reefs*).

#### **Model**

The Building Ruins are located in the Reef habitat.

#### **Animations**

The habitats are a staging area for many animations. There will be a total of approximately 40 animations in each habitat that are broken down as follows:

- Foreground (8 animations)
- Background (6 animations)
- Diver Monologues (5 animations)
- Fish Translator (6 animations)
- Obstacles (8 animations)
- Diver Rescue (3 animations)
- Misc. Monologues (4 animations)



## THE REEFS HABITAT STATES (ACT II)

Model: Building Ruins, and 1 pre-rendered screen

Characters: "Plastic Pete" Pesca (Divers) & Ogel (the Octopus)

<u>Normal state</u>	<u>Trigger</u>	<u>Caution 1 state</u>	<u>Caution 2 state</u>	<u>Danger state</u>	<u>Resolve problem</u>
<b>Current:</b> Relatively slow currents	Bump into many fish, that in return are bumped into the reef	<b>Current</b> currents increases	<b>Current</b> currents increases more	<b>Current</b> Dangerous currents	Bricks repair reef
<b>Animals:</b> Corrals, Urchins, Barnacles, Octopus		<b>Animals</b> animals decrease	<b>Animals</b> animals continue to decrease	<b>Animals</b> Octopus attacks	
<b>Temp.:</b> 40 degrees		<b>Temp.</b> Erratic temperature changes	<b>Temp.</b> Erratic temperature changes	<b>Temp.</b> Erratic temperature changes	
<b>Light (Visibility):</b>		<b>Light (Visibility):</b> fog increases, darkens as debris clouds	<b>Light (Visibility):</b> decreased visibility	<b>Light (Visibility):</b> decreased visibility	
<b>(Color):</b> Dark Blue		<b>(Color):</b> Green	<b>(Color):</b> Cloudy Green	<b>(Color):</b> Dark Green	
<b>(Intensity):</b> Twilight light		<b>(Intensity):</b> Slight decrease in intensity	<b>(Intensity):</b> Slight decrease in intensity	<b>(Intensity):</b> Slight decrease in intensity	
<b>Plant Life:</b> Seaweed		<b>Plant Life:</b> Plants decrease	<b>Plant Life:</b> Plant life decreases more	<b>Plant Life:</b> Plant life decreases more	

## 4. DEEP CAVERNS

Characters: Fish (unknowns)

The following is the beginning or “normal” state of the Deep Caverns:

Current:

- Mild to no currents

Animals:

- Bizarre unknown fish, Lantern fish, Squids, Bioluminescence

Temperature:

- Cold

Light (visibility, color and intensity):

- Marine snow, Comet trails, Caverns, tunnels, rock mazes, Black, Dark

Plant Life: (none)

### **Danger**

If the user (or the Brickster) bumps a brick (rock) and blocks a tunnel, the habitat changes dramatically. An avalanche occurs. Currents and temperatures are erratic. Squid get agitated, and eventually attack.

### **Resolve**

The user must unblock the tunnel with the claw (claw craft only) in order to restore the Deep Caverns to its normal state (*see chart on page 36 for a detailed description of the different states of the Deep Caverns*).

### **Race**

The entrance and finish line is marked with a flag at the reefs. The course takes the user through all of the habitats.

### **Model**

The Treasure Chest is located in the Deep Caverns habitat.

### **Animations**

The habitats are a staging area for many animations. There will be a total of approximately 40 animations in each habitat that are broken down as follows:

- Foreground (8 animations)
- Background (6 animations)
- Diver Monologues (5 animations)
- Fish Translator (6 animations)
- Obstacles (8 animations)
- Diver Rescue (3 animations)
- Misc. Monologues (4 animations)

## DEEP CAVERNS HABITAT STATES (ACT II)

Model: Treasure Chest

Characters: Fish (unknowns)

<u>Normal state</u>	<u>Trigger</u>	<u>Caution 1 state</u>	<u>Caution 2 state</u>	<u>Danger state</u>	<u>Resolve problem</u>
<b>Current:</b> Mild to no currents	Bump a brick (rock) & block a tunnel	<b>Current</b> current shifts	<b>Current</b> Erratic currents	<b>Current</b> Erratic currents	Unblock tunnel (with claw)
<b>Animals:</b> Bizarre fish: unknowns, lantern fish, squids, bioluminescence		<b>Animals</b>	<b>Animals</b>	<b>Animals</b> Squid agitated	
<b>Temp.:</b> cold (35 degrees)		<b>Temp.</b> Erratic temperature (35 - 40 degrees)	<b>Temp.</b> Erratic temperature (35-40 degrees)	<b>Temp.</b> Erratic temperature (30 - 40 degrees)	
<b>Light (Visibility):</b> Marine snow, Comet trails, Caverns, tunnels, rock mazes		<b>Light (Visibility):</b> Avalanches	<b>Light (Visibility):</b> Increased obstacles	<b>Light (Visibility):</b> Falling objects, mazes change, loss of power, maneuverability toughens	
<b>(Color):</b> Black		<b>(Color):</b> Black	<b>(Color):</b> Black	<b>(Color):</b> Black	
<b>(Intensity):</b> Dark		<b>(Intensity):</b> Dark	<b>(Intensity):</b> Dark	<b>(Intensity):</b> Dark	
<b>Plant Life:</b>		<b>Plant Life:</b>	<b>Plant Life:</b>	<b>Plant Life:</b>	



## 5. OPEN SEA

Characters: Pepper (Diver)

The following is the beginning or “normal” state of the Open Sea:

Current:

- No currents

Animals:

- Fast fish, Dolphins, Sharks

Temperature:

- Very cold

Light (visibility, color and intensity):

- Low visibility, Dark Blue/Green, Very Dark

Plant Life:

- Minimal to no plant life

### **Danger**

If the user (or the Brickster) knocks over a barrel of zillion year old root beer, the habitat gets contaminated and changes dramatically. Visibility decreases. Plants die. Fish get drunk, and eventually attack.

### **Resolve**

The user must find the antidote (inventory item) and the missing ingredient, in order to restore the Open Sea to its normal state (*see chart on page 38 for a detailed description of the different states of the Open Sea habitat*).

### **Model**

The Ship Wreck is located in the Open Sea habitat.

### **Animations**

The habitats are a staging area for many animations. There will be a total of approximately 40 animations in each habitat that are broken down as follows:

- Foreground (8 animations)
- Background (6 animations)
- Diver Monologues (5 animations)
- Fish Translator (6 animations)
- Obstacles (8 animations)
- Diver Rescue (3 animations)
- Misc. Monologues (4 animations)

## OPEN SEA HABITAT STATES (ACT II)

Model: Ship Wreck (real-time maze), and 1 pre-rendered secret compartment room

Characters: Pepper (Diver)

<u>Normal state</u>	<u>Trigger</u>	<u>Caution 1 state</u>	<u>Caution 2 state</u>	<u>Danger state</u>	<u>Resolve problem</u>
<b>Current:</b> No currents	Break a barrel of zillion year old root beer	<b>Current</b> No currents	<b>Current</b> No currents	<b>Current</b> No currents	Slurp up, analyze and add antidote
<b>Animals:</b> Fast fish, Dolphins, Sharks		<b>Animals</b> Fish get drunk	<b>Animals</b> Fish bump all over	<b>Animals</b> All fish attack	
<b>Temp.:</b> Very cold (40 degrees)		<b>Temp.</b> Very cold (40 degrees)	<b>Temp.</b> Very cold (40 degrees)	<b>Temp.</b> Very cold (below 35 degrees)	
<b>Light (Visibility):</b> Low visibility (dark)		<b>Light (Visibility):</b> Decreases	<b>Light (Visibility):</b> Decreases more	<b>Light (Visibility):</b> Hard to steer - obstacles	
<b>(Color):</b> Dark Blue/Green		<b>(Color):</b> Brown/Blue-Green	<b>(Color):</b> Brown/Gray	<b>(Color):</b> Dark Brown	
<b>(Intensity):</b> Very Dark		<b>(Intensity):</b> Very Dark	<b>(Intensity):</b> Very Dark	<b>(Intensity):</b> Very Dark	
<b>Plant Life:</b> Minimal to no plant life		<b>Plant Life:</b> Plants start turning brown	<b>Plant Life:</b> Plants die	<b>Plant Life:</b> No plant life	

# MODELS

## 1. SURFACE PLATFORM

*See Surface Platform section on page 14.*

## 2. SCIENCE CENTER

*See Science Center section on page 41.*

## 3. SHIP WRECK

The remains of a ship wreck are located in the Open Sea habitat. This is also a staging area for foreground animations (script) and race course complexity. Somewhere hidden in the shipwreck is a barrel of contaminated root beer (it's been under the sea for 20 zillion years). If the user touches it, he releases trouble. The plants die, and the fish get drunk and eventually attack. The Brickster will release the contaminated root beer out into the sea at some point, if the user doesn't spill it first.

There are several options available to the user in the Ship Wreck model:

- Captain quarters (pre-rendered screen) is accessible through a secret doorway.
- Race course complexity.
- Trigger point for spilling a barrel of contaminated root beer.
- Foreground animations (approximately 3 animations).
- Gag animation hotspots (approximately 3 animations).



## **4. BUILDING RUINS**

These are the remains of an ancient civilization located in the Reefs habitat. This is a staging area for animations. Real time rooms within the ruins add to the maze for both exploration and the race.

There are several options available to the user in the Building Ruins:

- A secret room (pre-rendered screen) is accessible through a hidden doorway
- Foreground animations (approx. 3)
- Gag animation hotspots (approx. 3)

## **5. PROPS**

### **Treasure Chest**

The treasure chest is located in the Deep Caverns habitat and plays an important role in the storyline (TBD in script). This is also a staging area for animations (approximately 5 animations).

### **Shark Cage**

The shark cage is located near the Surface Platform elevator entrance (underwater). In Act III, the cage is used to capture the Brickster and haul him away.

# SCIENCE CENTER

The Science Center is located between the Kelp Forest and Sandy Floor. The user can go to the Science center at anytime. There is a main current path (*see current patterns diagram on page 28g*) that easily guides the user there in a **normal state** (*see habitat normal state descriptions on pages 29 - 37*).

Upon arrival, the user can choose to enter the Science Center or re-charge his vehicle's power. The need to re-charge a vehicle is indicated by the power gauge on the dash board and a warning sound effect. If the user's vehicle needs to be re-charged, he clicks on the "maintenance" button next to the entrance door on the outside of the Science Center.

If he does not need to re-charge his vehicle, he requests permission to board by clicking on the entrance door to the Science Center.

## 1. REAL-TIME ROOM

Host Characters: One or more scientists (Dr. Gil Philter, Dr. Wiggley Phinz, Dr. Carrie Bean)

Once inside, the user is welcomed by the scientist(s) who gives a brief explanation of the research being done at the Science Center. The Science Center interior is a real-time 3D model, and appears just as it does in the kit. When the user first enters the Science Center, he will be in a real time room, with four walls:

- The door to the secret lab (straight ahead)
- Two glass observation bubbles on either end (to his left and right)
- The entrance/exit wall (behind him, where he entered)

Hotspots in the real time room are the exit/entrance door and the door to the secret laboratory.

### A. Observation Bubble 1

Upon entering the Science Center, the user is free to navigate in any direction. From the entrance door, if the user navigates to the left, he will be facing an observation bubble where he can view the Kelp Forest habitat, in real-time.

### B. Observation Bubble 2

Upon entering the Science Center, the user is free to navigate in any direction. From the entrance door, if the user navigates to the right, he will be facing an observation bubble where he can view the Sandy Floor habitat, in real-time.

### **C. Entrance/Exit**

To enter the Science Center from the underwater world, the user clicks (through his vehicle's windshield or floor/port hole) on the door. Upon clicking on the door the user is automatically transported out of his vehicle, and inside of the Science Center.

To exit the Science Center and board his vehicle, the user clicks on the door and he is automatically transported out on the ocean floor, inside his vehicle.

### **D. Secret Laboratory Door**

Upon entering the Science Center, the user can enter the secret laboratory of Dr. Gil Philter, Dr. Wiggley Phinz, and Dr. Carrie Bean by clicking on the secret laboratory door directly in front of him.

## **2. LABORATORY**

Host Characters: Dr. Gil Philter, Dr. Wiggley Phinz, Dr. Carrie Bean

In the laboratory, the user will observe, analyze and measure the variables of the sea, and gain knowledge and clues through the scientific perspectives of the three scientists. The scientists offer their opinions and information about the research they are conducting, in the areas of current, animals, temperature, light, and plant life (*see scripts for specific dialogue*).

The secret laboratory has four pre-rendered screens:

- The Data/Map Site
- The Viewing Screen/Archival Pictures of Expeditions
- Exit/entrance to real time room
- The Microscope



## A. The Data/Map Site (screen 1)

### The Environmental Map

On arriving at the data/map site, the user sees a large screen with a geographical map of the entire *Phanta Sea* underwater environment. The first time the user enters the Data/Map site, an explanation of how the map works is given by one of the scientists (each game is different).

Above the map are five icon buttons (similar to Build GUI screen). They represent the five different environmental variables that are constantly changing in the underwater world of the *Phanta Sea*:

- Current
- Animals
- Temperature
- Light
- Plant Life

For the purpose of this document, these five variables are referred to as "CATLP." To the left of the five CATLP icons, is a button for **normal state**, to the right of the five CATLP icons is a button for the **present state**.

The user only has access to the "present" state of the environmental variables in a habitat(s) that he has explored and collected data from (data is collected by clicking on the appropriate CATLP button on the vehicle's dashboard). If the user has entered the Science Center before he has explored any of the habitats, only the normal state of the CATLP data is available.

To compare and analyze the "normal" and "present" data, the user clicks on the normal state button (on top of the map, far left) then clicks on a CATLP icon button (for example, Current). The map below will change to display the normal current flow/paths for the entire underwater environment. The user then clicks on the present state button (on top of the map, far right), and then clicks on the same CATLP button as before (Current) and the map will change to display an animation the present measured state (of the habitats the user has explored), replacing the "normal" state animation. No information is displayed for the "present" state of the currents in habitats that the user has not explored.

The "normal" and "present" data is displayed visually on the map, in the form of 2D pre-rendered animations:

- Current is pictographic
- Animals are represented by symbols
- Temperature is indicated by color
- Light is displayed by color
- Plant Growth is measured in dots

There are a total of 5 “normal” state animations (one for each of the five habitats), and 75 different “present” state animations (caution 1, caution 2, and danger states for each of the five variables in each of the 5 habitats).

### **Warning Lights**

Whenever the map is activated, the lights located on the top right and left corners of the map are on. The lights change color to indicate the present environmental condition of the habitats:

- Green: normal conditions
- Yellow: caution
- Red: danger!

### **Monologues**

Also in the laboratory, there is a staging area where the scientist(s) deliver his/her monologues (*see script*). This area consists of a desk, computer and scientific apparatus (*see Data/Map site sketch on page 44a*).

### **Radio**

- Upon single clicking on the radio, a song plays, followed by a scripted announcement from the radio guy.
- If the user clicks on the radio again, the channel changes (static sound effect), followed by another song.
- The user has a volume up and down control, to change the volume.
- The user double clicks on the radio to turn it off.

### **Cabinets**

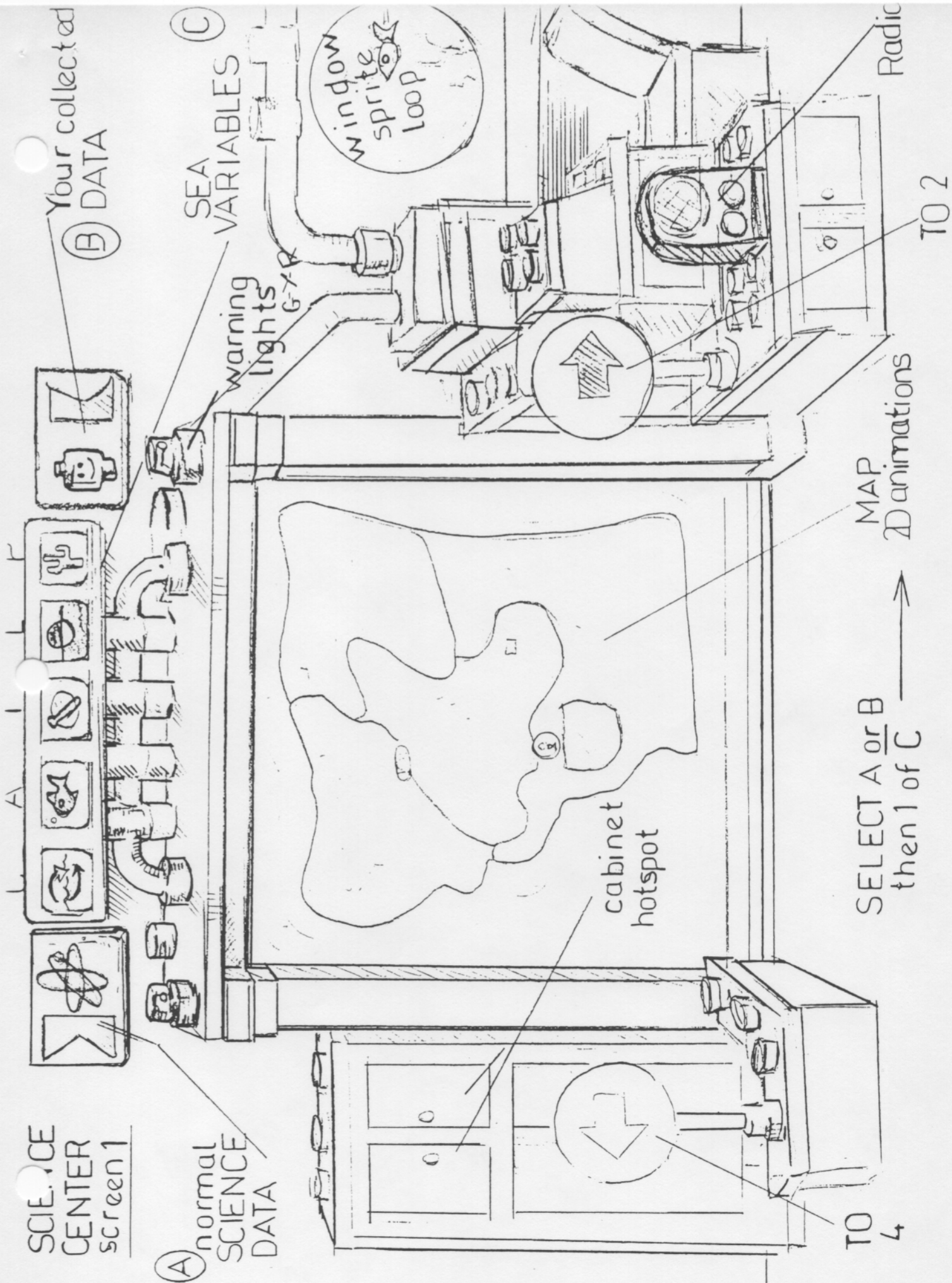
- There are cabinets throughout the lab where there are gag animation hotspots (to be scripted).
- The cabinets also contain inventory items used to resolve the environmental problems that take place in all of the habitats during Act II (*for a detailed description of the inventory items see page 25*).

### **Directional Arrows**

There are directional arrows that the user can select to go left or right (as in *LEGO Island*) to the other three screens in the secret lab (the other walls in the room). From screen 1:

- Click right directional arrow - go to Screen 2
- Click left directional arrow - go to Screen 4

SCIENCE  
CENTER  
screen 1





## B. The Viewing Screen/Archival Pictures of Expeditions (screen 2)

### Viewing Screen

On arriving at the viewing screen, the user sees a large blank screen. The first time the user enters the viewing screen area, an explanation of how the viewing screen works is available.

Above the screen are five icon buttons. They represent the five different *Phanta Sea* habitats:

- Kelp Forest
- Sandy Floor
- The Reefs
- Deep Caverns
- Open Sea

To the left of the five habitat icons, is a button for **normal state**, to the right of the five habitat icons is a button for the **present state**.

The user only has access to the "present" state of a habitat(s) that he has photographed with his camera. The user captures vital data with his camera. He can take up to four pictures of each habitat.

For analysis purposes, the camera also has two levels of zoom (normal and close-up). Both the normal and close-up pictures can be viewed on the screen.

To compare and analyze the "normal" and "present" states of the habitats, the user clicks on the normal state button (on top of the viewing screen, far left) then clicks on a habitat icon button (for example, "The Reefs"). The screen below changes to display pictures of the normal state of The Reefs. The user then clicks on the present state button (on top of the viewing screen, far right), and then clicks on the same habitat button as before ("The Reefs") and the screen changes to display pictures of the present state (if the user has taken pictures of that habitat with his camera), replacing the normal state picture(s). No information is displayed for the "present" state of a habitat that the user has not photographed.

The "normal" and "present" data is displayed visually on the map, in the form of 2D still images. The viewing screen is split into four quadrants (pictures). If the user click on one of the four pictures, that picture enlarges to fill the viewing screen. Clicking on the full screen picture again reduces the picture to 1/4 size and returns the screen to its original four quadrants.

There are a total of 20 "normal" state photos (four of each of the five habitats), and 60 different "present" state photos (4 images of the three states-caution 1, caution 2, and danger states for each of the 5 habitats).

### **Warning Lights**

Whenever the viewing screen is activated, the lights located on the top right and left corners of the screen are on. The lights change color to indicate the present environmental condition of the habitats:

- Green: normal conditions
- Yellow: caution
- Red: danger!

### **Monologues**

In addition, there is a staging area where the scientist(s) deliver his/her monologues (*see script*). This area consists of a desk, computer and scientific apparatus (*see Viewing Screen sketch on page 46a*).

### **Radio**

- Upon single clicking on the radio, a song plays, followed by a scripted announcement from the radio guy.
- If the user clicks on the radio again, the channel changes (static sound effect), followed by another song.
- The user has a volume up and down control, to change the volume.
- The user double clicks on the radio to turn it off.

### **Cabinet**

- There are cabinets throughout the lab where there are gag animation hotspots (*script*).
- The cabinets also contain inventory items used to resolve the environmental problems that take place in all of the habitats during Act II (*for a detailed description of the inventory items see page 25*).

### **Directional Arrows**

There are directional arrows that the user can select to go left or right (as on *LEGO Island*) to the other three screens in the secret lab (the other walls in the room). From screen 2:

- Click right directional arrow - go to Screen 3
- Click left directional arrow - go to Screen 2

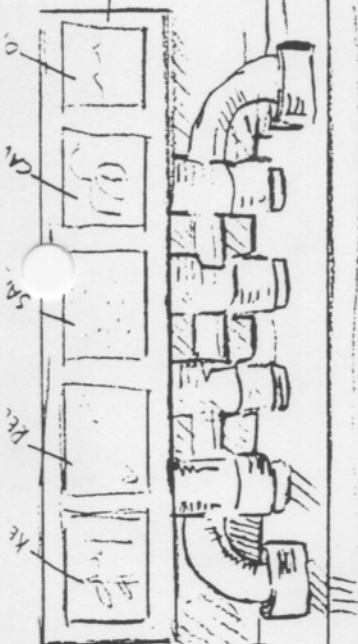
# SCIENCE 2

(A)

Select  
To display  
YOUR  
PHOTOS

(B)

SELECT/  
HABITATS



Sprite  
MINIDOM

INVENTORY

TO 1

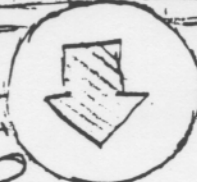


PHOTO  
DISPLAY

4



## **C. The Entrance/ Exit (screen 3)**

### **Exit The Laboratory**

To exit the laboratory, the user clicks on the door and returns to the Science Center real-time room (*see page 41 for a detailed description of the real-time room*).

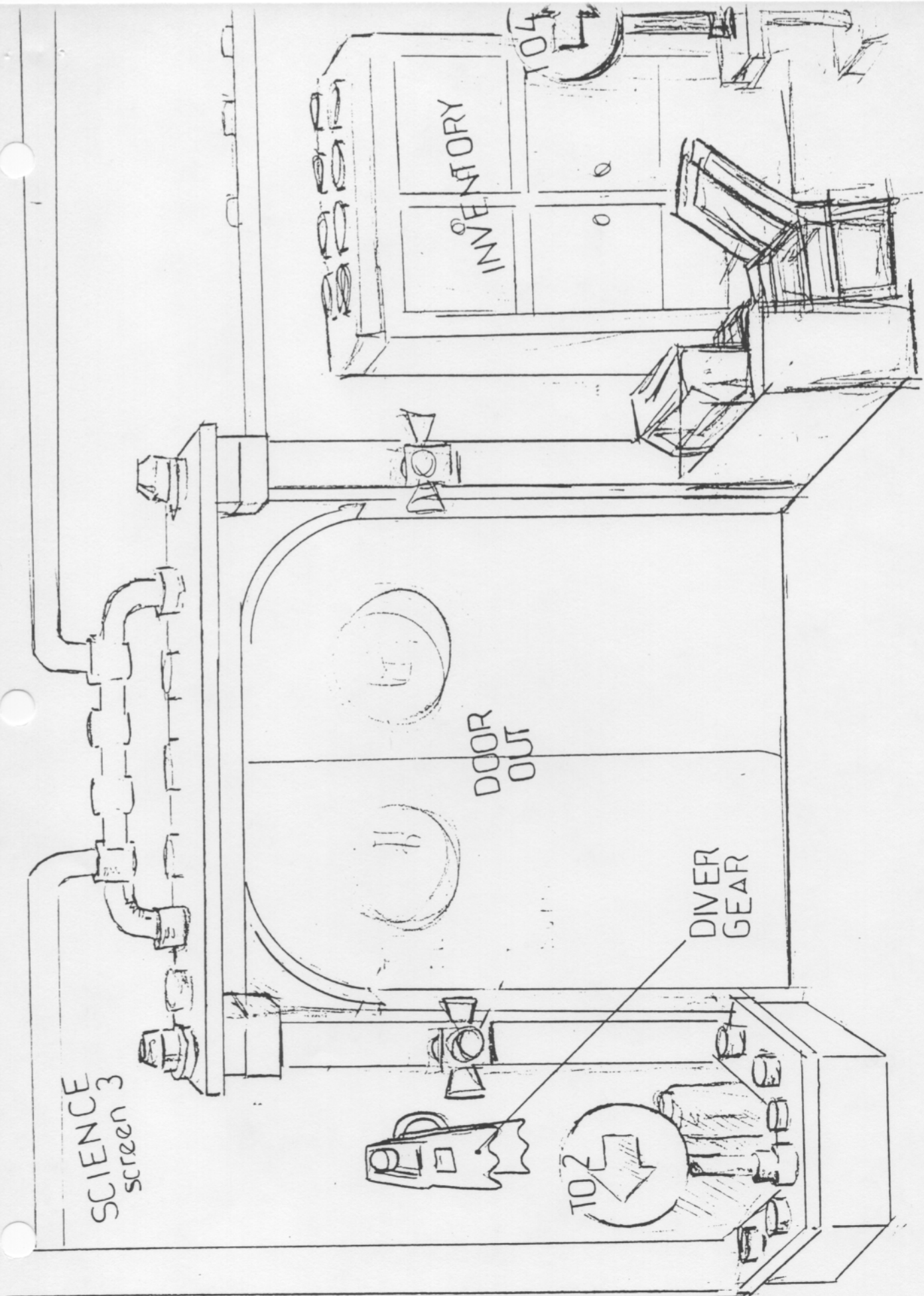
### **Cabinet**

- There are cabinets throughout the lab where there are gag animation hotspots (to be scripted).
- The cabinets also contain inventory items used to resolve the environmental problems that take place in all of the habitats during Act II (*for a detailed description of the inventory items see page 25*).

### **Directional Arrows**

There are directional arrows that the user can select to go left or right (as on *LEGO Island*) to the other three screens in the secret lab (the other walls in the room). From screen 3:

- Click right directional arrow - go to Screen 4
- Click left directional arrow - go to Screen 2



## D. Microscope (screen 4)

### Viewing under the Microscope

On arriving at the microscope area, the user sees a large screen. The first time the user enters the microscope area, an explanation of how the microscope works is available.

Above the microscope are five icon buttons (similar to Build GUI screen). They represent five different samples that the user can collect and analyze in the *Phanta Sea*:

- A plant
- A fish
- Found Objects
- Water

To the left of the five button icons is a button for **normal** state. To the right of the five button icons is a button for the **present state**.

The user only has access to the “present” state of samples that he has collected himself with special vehicle-specific instruments that allow him to collect samples (slurp gun, claw, etc.). If the user has entered the Science Center before he has collected any samples from any of the habitats, only the normal state of the samples are available, with an explanation of what the user is viewing through the microscope.

To compare and analyze the “normal” and “present” states of his samples, the user clicks on the normal state button (top of the screen, far left) then clicks on the appropriate icon button (for example, Plant Life). The microscope changes to display an animation of the normal state of the Plant Life sample. The user then clicks on the present state button (top of the screen, far right), and then clicks on the same button as before (Plant Life) and the microscopic animation changes to display an animation of the present state (of the habitats the user has explored), replacing the “normal” state animation. No information is displayed for the “present” state of samples that the user has not collected.

The “normal” and “present” states of the samples are displayed visually under the microscope, in the form of 2D pre-rendered animations.

There are a total of 5 “normal” state animations (one for each of the five sample types), and 15 different “present” state animations (caution 1, caution 2, and danger states for each of the five samples).



### **Warning Lights**

Whenever the microscope is activated, the lights located on the top right and left corners of the screen are on. The lights change color to indicate the present environmental condition of the habitats:

- Green: normal conditions
- Yellow: caution
- Red: danger!

### **Monologues**

In addition, there is a staging area where the scientist(s) deliver his/her monologues (*see script*). This area consists of a desk, computer and scientific apparatus (*see Microscope Room sketch on page 49a*).

### **Radio**

- Upon single clicking on the radio, a song plays, followed by a scripted announcement from the radio guy.
- If the user clicks on the radio again, the channel changes (static sound effect), followed by another song.
- The user has a volume up and down control, to change the volume.
- The user double clicks on the radio to turn it off.

### **Cabinet**

- There are cabinets throughout the lab where there are gag animation hotspots (to be scripted).
- The cabinets also contain inventory items used to resolve the environmental problems that take place in all of the habitats during Act II (*for a detailed description of the inventory items see page 25*).

### **Aquariums**

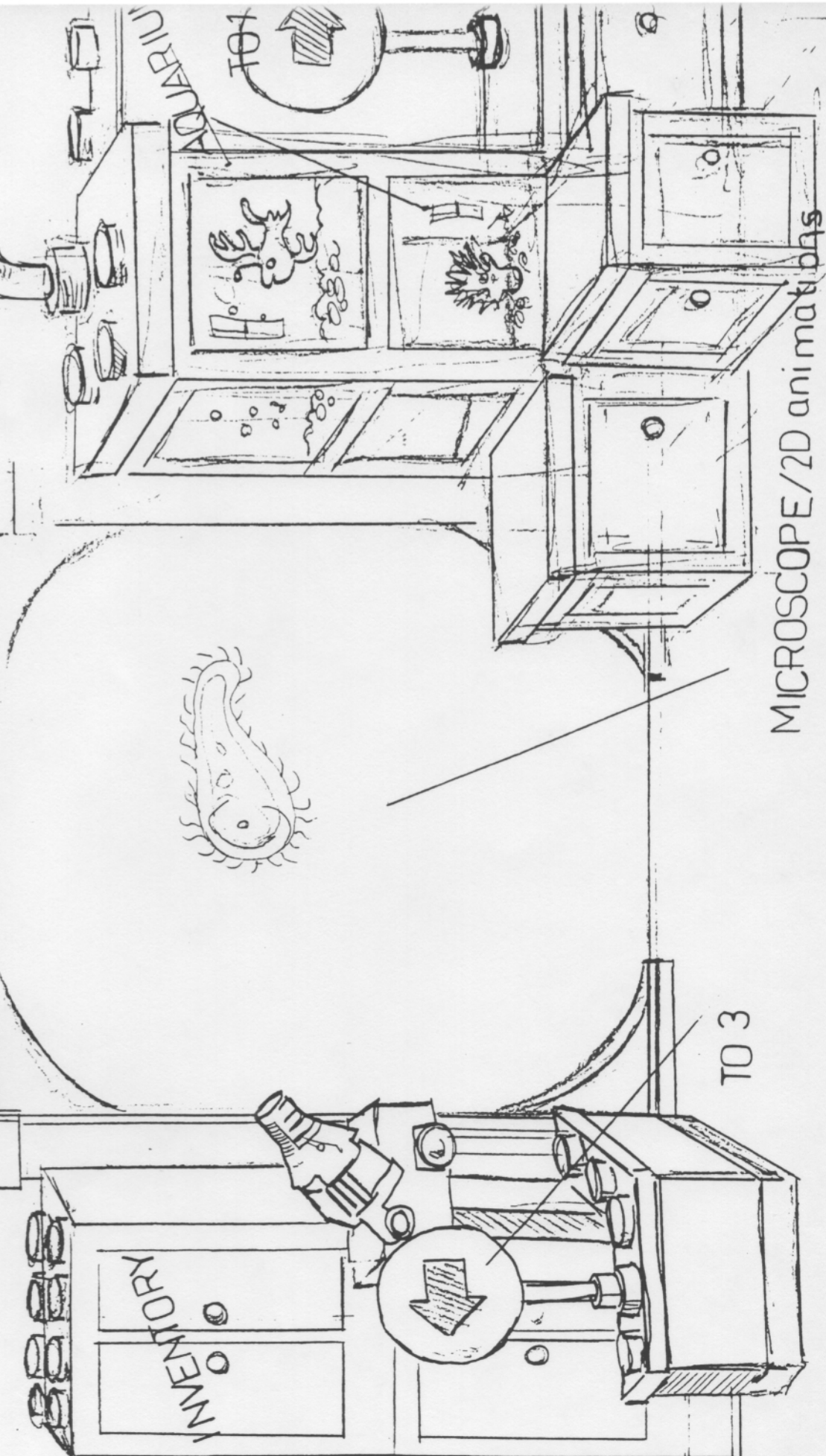
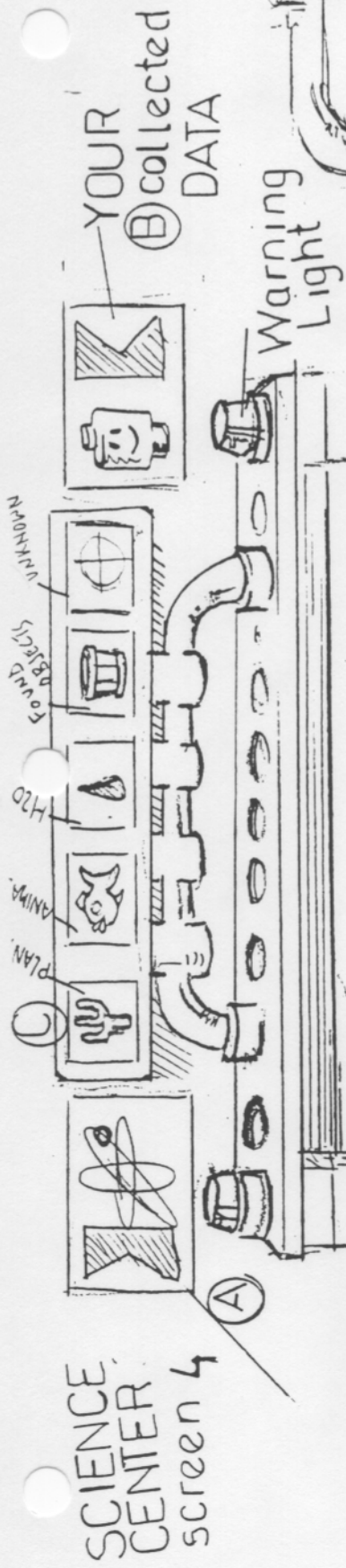
There are tanks with exotic plants and urchins for the user to study under the microscope.

### **Directional Arrows**

There are directional arrows that the user can select to go left or right (as on *LEGO Island*) to the other three screens in the secret lab (the other walls in the room). From screen 4:

- Click right directional arrow - go to Screen 1
- Click left directional arrow - go to Screen 3

SCIENCE  
CENTER  
screen 4



# CHARACTERS & SEA CREATURES

## MAIN CHARACTERS

### THE INFOMANIAC

**The Infomaniac** knows everything that goes on under the Phanta Sea and when he doesn't, he can certainly find out. He has an incredibly good memory for names, places and anything and everything that has to do with the LEGO Phanta Sea. He is information central, and is always there to help. He is there when the user starts, and the user can always return to him for tidbits of information at any time.

Besides being the official host and greeter of the LEGO Phanta Sea, The Infomaniac is an inventor and a sometimes successful magician. He loves it when his tricks go right, which isn't very often, and he is often his own best audience. He is eccentric, kind and very wise with a twinkle in his eye. He is friendly, enthusiastic (to a fault) and loves company. He has a great appreciation of words. He enjoys playing with the sounds of words and is a wonderful storyteller. Sometimes he talks too much and gets things mixed up.

### THE BRICKSTER

**The Brickster** is the Brickster, whether he's on land or beneath the LEGO Phanta Sea.

The Brickster was the youngest of six children and never felt he got enough love or attention. One way he tries to get attention is to be mischievous and make trouble for others. He has a strong personality and spends most of his time alone where he lives in his own private world. When he sees something he doesn't like, he has a strong opinion about it.

The Brickster has a unique style all his own and enjoys wearing silly costumes and ridiculous disguises and behaving in unusual ways. He definitely marches to a different drummer. He may wear a plant on his head or a rock or even a fish hat so that no one recognizes him. He has fun creating pranks and being silly but on the inside he is unhappy, lonely and longing for something more.

He assumes the scientists and the user are all looking for the sunken treasure, and follows them.



#### THE SCIENTISTS:

##### DR. GIL PHILTER

**Dr. Philter** has been described by friends and colleagues alike as a conservative scientist. He always has a plausible explanation for any event and doubts any explanation that isn't measurable. He attended school with the Infomaniac zillions of years before, and he is remembered as a very good student but not a whole lot of fun on the playground. He absorbs information like a sponge, some say, but he would be the first to point out that sponges have no central nervous system, therefore no brain, so that he is not like a sponge at all. He'd be right, of course, but somehow he missed the point. He has more degrees than a thermometer. He is almost always found in the secret lab.

##### DR. WIGGLEY PHINZ

The Doctor is in. He's really in. In fact, **Dr. Wiggley Phinz** is downright cool. His colleagues label him a radical scientist because his views are often unproven and outrageous at times. He's positive that fish talk and that they have music and art and all kinds of stuff. He's pretty convinced of ancient civilizations that may have come from outer space, and Atlantis is as real to him as Baltimore. He loves the mysteries of life and investigates with so much joy that it's contagious. He puts the fun in fundamental.

##### DR. CARRIE BEAN

**Dr. Bean** is the Doctor of Doctors, she not only can see both sides to any argument but can synthesize the differences. Logic, like a recipe...a little of this and a little of that and perhaps the truth in science is somewhere in between. She recognizes the importance of new ideas without abandoning a zillion years of study already conducted. She's the kind of team player anybody would want on their team: thorough, accurate with a great sense of fun.

#### THE DIVERS

##### "PLASTIC PETE" PESCA

**"Plastic Pete"** is a competitor to the max. He's usually at the race course starting line to challenge his opponent at every turn. He only knows winning, but if his opponent is ever lucky enough to find out, he's a pretty gracious loser too.

##### JOHN AND LUCILLE SUDAK

**John and Lucille** are a team of divers that just love the sea. They get so involved with their explorations that they sometimes pass out from running out of air. The user may be called on to rescue them from time to time.

##### RAY MANTA

**Ray Manta** likes fish more than people, but he always does the right thing. He recognizes, and in fact, he will often tell you: "You are in the fish's living room. Take only photos and leave as quick as you can."

## OTHER CHARACTERS (CAMEOS)

### MAMA BRICKOLINI

**Mama** is very kind and compassionate. She always tries to see the positive in any situation, and has a great sense of humor and loves the pizzeria as much as her husband. She conducts fish and fiddler crabs in concerts. She loves music and can be heard humming or singing or whistling at any given time day or night. She loves to dance and moves to the music with her own style. She has a great sense of rhythm. It's as if music and cooking go together for her.

When the worst happens, she always thinks of something positive which irritates Papa B. who is thinking of the worst. She is never afraid to speak her mind. Papa B.'s negativity does affect her when she hears him picking on Pepper. She tries to see the best in everyone and everything.

### PAPA BRICKOLINI

**Papa** is down there mostly because he is trying to invent a pizza that you can eat underwater, but he also loves to dance with the fish. As a young boy, he would experiment in his father's pizzeria, inventing different toppings and special ways to throw the pizza. "I am a pizza artist," he announced one day. He is also searching for the best anchovies.

Papa B. loves to make pizza. It is his greatest joy. He can be grumpy and complains sometimes about small things but when he is baking, he comes alive and he's as happy as a LEGO can be.

He is a great dancer and mime and has perfected some pretty fancy moves while tossing his pizzas. He is very coordinated and the only time he messes up is when someone interrupts him (like Mama B. or Pepper) and the dough comes flying down landing on his head. Papa B.'s pizza is the talk of the LEGO Phanta Sea. He was taught as a child that when you love what you do, it makes for a much happier life.

### PEPPER

**Pepper** is a young teenager who is insecure about himself and his abilities but acts like he is self-assured. He is quite bright and has the ability to do math problems in his head. He is always swimming about and having a good time.

He is high energy, friendly, curious and constantly asking questions. He wonders how things work and likes to figure out the answers to difficult problems. "Who invented pizza? Why is it round? When did time begin?" He is interested in everything and is easily distracted, sometimes forgetting where he is supposed to be. Mama B. is patient and understanding and treats him like her own son, but Papa B. is impatient and sometimes blames Pepper when things go wrong.

### NICK BRICK

**Nick** is always patrolling the Phanta Sea, on the lookout for trouble. He may ask the user for help from time to time to rescue divers trapped below.

Nick is an all around good guy. He is honest, hard working and takes his job as an environmental policeman very seriously. He is competent and confident and takes great pride in the work that he does. He is also good-natured, especially when his sister Lora teases him.

Nick thinks in images and pictures. He can remember back to a scene and notice the smallest detail he might have missed the first time. As Lora is good with people, Nick is good with things and places. He can easily read maps and knows his way around the sea like the back of his little LEGO hand. He knows all the short cuts and secret passage ways in the LEGO Phanta Sea and where someone might hide.

#### **LORA BRICK**

**Lora** is friendly, open and a people person. She will always engage anyone (fish or people) in conversation. She always seems to know everything going on with every creature in the Phanta Sea and gets along with almost everyone. She is a great listener and mediator, helping all of the residents of the LEGO Phanta Sea to resolve their conflicts with each other, which helps her to be a good environmental policewoman. She has a natural-born empathy for their feelings and the ability to read anyone or anything like a book. She is also a born leader. Lora is happy much of the time and has lots of friends. She easily relates to people in different situations. She doesn't like conflict and that's why it's important to her to help resolve disagreements.

Lora and her brother Nick work together most of the time. And now that they are both rookie environmental police, Lora has a tendency to drive her brother a little crazy because she is right about her hunches, feelings and intuition most of the time. He always finds himself saying, "You're right. I should have listened to you." And Lora says, "I knew that guy was lying." She is playful, funny, brave and lovingly teases her brother Nick.



## SEA CREATURES

### OGEL THE OCTOPUS

**Ogel** is shy, artistic and content with wisdom, very quick, solves problem well.

### GOLE (GOLLY) THE DOLPHIN

**Gole** is very Smart in a cognitive way, loves a good laugh, voice high pitched squeaks.

### LOGE THE STING RAY

**Loge** is a cautious investigator, graceful, creates currents, kind of a flirt.

### EGOL THE SWORD FISH

**Egol** is a bit of a braggart, over confident but a loyal friend, full of surprises.

### GELO (GEE-LO) THE SHARK

**Gelo** is misunderstood, very sensitive, fierce competitor when he has to be, torpedo-speed.

*Other assorted Sea Creatures appear in minor roles.*